THE SPECCY AND SAM GAMES! MAGAZINE

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BLACK TIGER REVIEWED

FREE! GIANT POSTER

EXCLUSIVE! MYTH MAPS

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MEGATAPE 24

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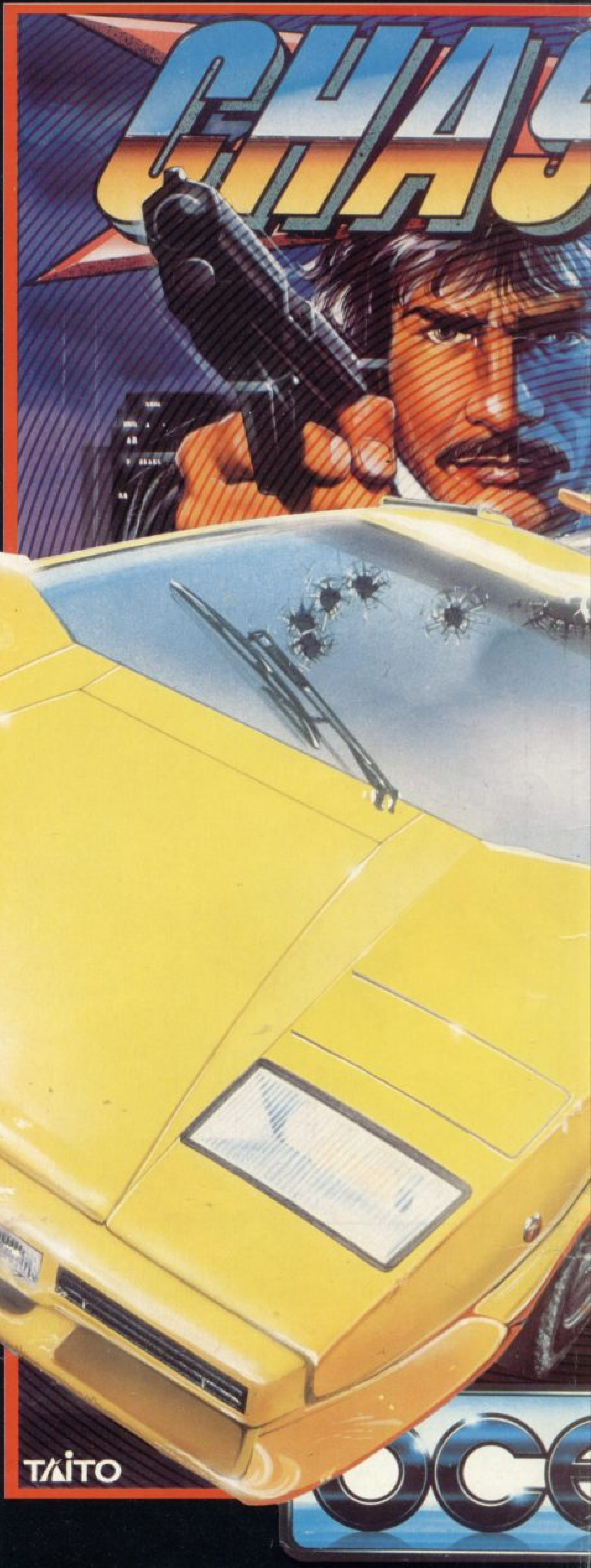
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VOTED
ARCADE
GAME OF THE YEAR
LET'S GO MR. DRIVER!!
WAK-O
CHASE H.Q.
START
HIGH SCORE 3907379 TIME 21 DISTANCE
SCORE 1933747 SPEED 10
TAITO
TAITO
TAITO CORPORATION

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AaaChhhoo!

Jim 'Black Death' Douglas



Good grief, he's looking pretty manky this month, eh readers? Poor Jimbly has been struck by the dreaded Flu epidemic. He's almost overdosed on Chloraseptic and is feeling very sorry for himself, and would like someone to give him a cuddle, please. Eurgh yuk, go away drippy bogey snout.

Al Super Fit Skeat



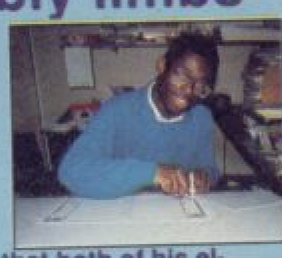
Big Al's looking well smug with herself as she's the only one who's managed to avoid the lurgie. That's because she's been holed up in her Michael Jackson-style oxygen tent munching on garlic pills and Haliborange tablets. But naughty Oz has set about her bubble with his designer scalpel and all the germies are getting in, tee hee. Somebody pass Al the Junior Disprin please.

Garth 'Lager poisoning' Sumpter



After a major bout of Christmas jollies, poor Garty is certainly a wee bit worse for wear. Jim made him attend every software house chrimbo doo because the rest of us were too "ill" to go, but it looks like he had a few too many beakers of Um Bongo. Quick lads abandon the loo, here he comes.

Osmond 'wibbly limbs' Brown



Poor little Ossie. Wicked Uncle Jim has been working him so hard, that he's developed a rather severe case of Designer's elbow. He's been scribbling away so hard that both of his elbows have turned to gungey runny stuff and his arms have gone all loppy. What a shame, looks like he's headed for the Municipal home for crumblie old clapped out Designers.

ADVENTURE The Sorceress *I'VE GOT THIS PROBLEM* Rupert Goodwins *ADVERTISEMENT MANAGER* James Owens *SENIOR SALES* Martha Moloughney *AD PRODUCTION* Emma Ward *MARKETING MANAGER* Dean Barrett *MARKETING ASSISTANT* Sarah Ewing *PUBLISHER* Terry Pratt.
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Special thanks this issue: Kevin at Nene, John Cook, Jaz Rignall and of course, old Santa himself for forcing us to produce this issue in two weeks flat. Hope you get terminal frostbite, fatso.

4

CONT

QUASAR SPECIAL 78

Ever played Combat Zone, where you splish around a forest, shooting people with paint? Well we've got something even better in the shape of The Quasar Centre. You don't know what that is, do you? Better turn to page 78 then matey.



SOFTWARE



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AWARDS 44

Golly gosh, 1989 really was a year chock full of fabby games....come to think of it there were some pretty crappy ones too. We let you sort em all out by voting for your faves in the SU games Awards.



DIRTY TRICKS DEPT 12-18

Exclusive Myth Maps part 2 + 3! Join the Hacking Squad! Multiface Pokes! Sneaky cheats for Dizzy
SEVEN GLORIOUS PAGES OF COLOUR TIPS!





ENTS

WIN A WACKY STACKY 36

Blast out your eardrums with the sooper dooper hi-fi thingy on offer from US Gold in their Black Tiger Crossword competition. The temptations we have to withstand in order to just give away these fantastic objects each month are incredible.



CD ROM REVIEW

88 If you know nothing about Codemaster's new CD Loader, and you're getting a wee bit curious; be curious no more. SU has enough info about it to make your brain burst (eurgh yuk). And there's also a chance for you to win said loading jobby and some CD games too - hurrah!





MEGATAPE 6

Classics a-go-go in the shape of the bloomin' brilliant Hyper Active. If you like arcade games, this old master from Special FX will have you at your joystick for hours (fnar). It's probably the best exclusive game ever given away on a tape. We hope you like it. And guess what else? Dun da da dun da da da Poke City is back. SU helps you get the last drop of excitement out of your games.



WIN A FERARRI 60

As if you hadn't read it before. Actually, these five model Ferraris are really rather super. They're finely detailed metal models of the F40 supercar. Even the steering wheel works

COMPILATION MANIA 74

Gosh, there really are lots and lots of those Compilation jobbies on the market at the mo, aren't there? Some of 'em are great and some of 'em are, er not so great. We guide you through the pick of the bunch.



WIN A METAL GOBLIN 28

Lots of lovely little metal creatures are sitting in the fairy grotto which is Uncle Jim's desk drawer just waiting for a lick of paint.

WIN A DIVING SUIT 65

We've all tested it out by backstroking through a few puddles in Farringdon Lane to make sure it works, and it does. So you





REGULARS

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TAPE 24

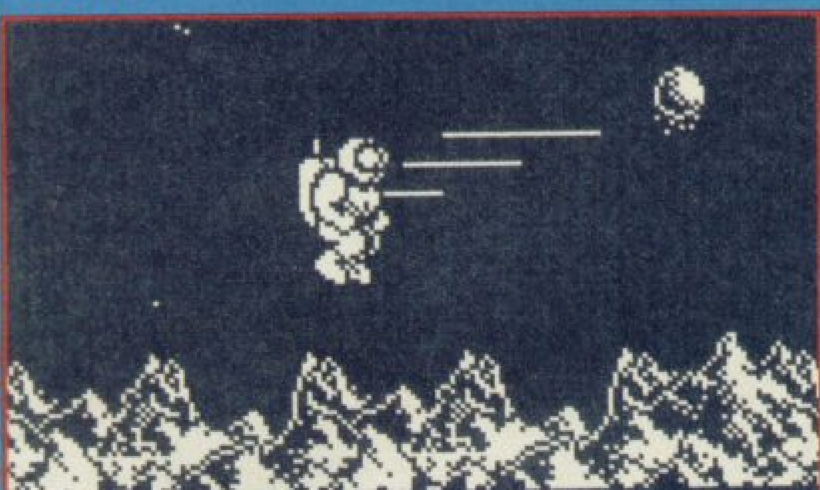
MEGA

SU CLASSICS 1: HYPERACTIVE

Right, here we go then. This month SU brings you the start of a new regularish string of mega classic blasts from the past. To get the action going we've brought you a right old stonker in the shape of Hyper Active.

If you missed *Hyper Active* the first time around when it appeared on Megatape 4, or even if you didn't but you've found that your tape has worn itself out, here it is again for you delight.



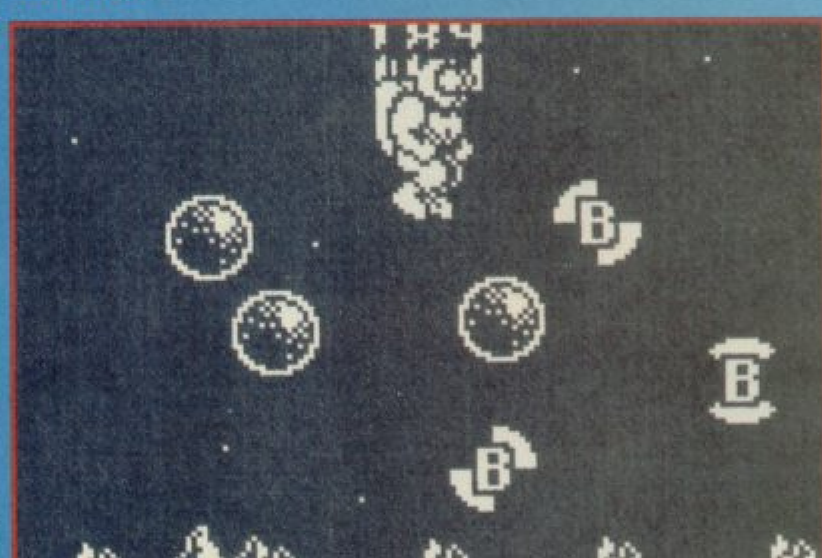


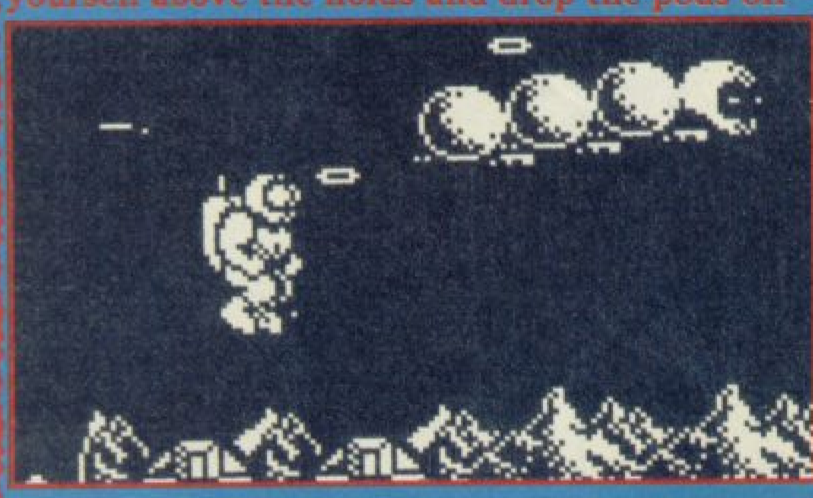
Shall we tell you what *Hyper Active* is all about then? Right, there is this astronaut laddo (you can call him the hero if you wish). He's stuck on a wibbly asteroid and if he's gonna survive he has to pick up these little round energy pods and plop them into the crystal holds in the middle of said asteroid.

Just bump yourself into the pods, which will then circle around you until you manoeuvre yourself above the holds and drop the pods off in a nippy sort of fashion.

There is a scanner at the bottom of the screen to help you locate all eight of the poddy things. As well as pod collecting our hero must blast aliens at the same time - no mean feat, I'll tell you.

In all there are four rather incredible levels for you to whoosh around. One level incorporating fiendish space-snakes which need to be shot in the head several times; while another level has you using your bombs to bash up some deadly bubbles.





KEYBOARD CONTROLS

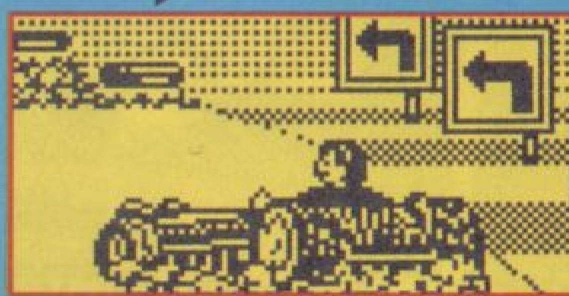
Q - up
A - down
O - left
P - right
M - fire

AAAATAPE



Tusker for infinite lives
Vindicators for infinite lives, both players

KEYBOARD CONTROLS
Q - up
A - down
O - left
P - right
m - select poke
then load a game from our list

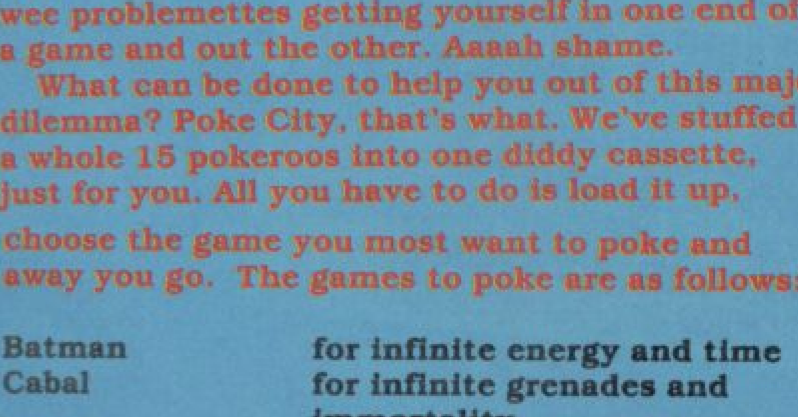


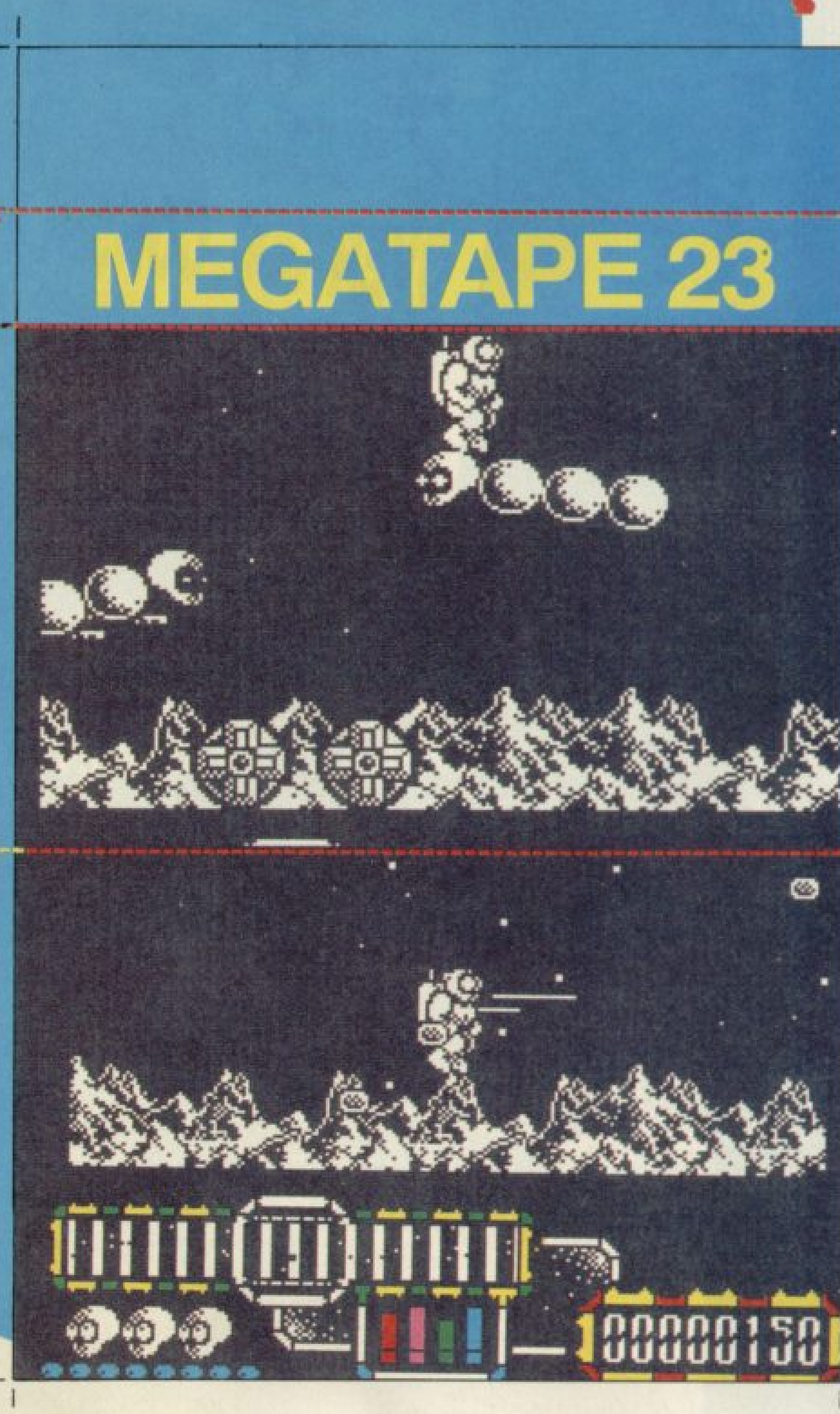
You thought it had gone for good. But, ha ha you were wrong 'cos it's back BACK BACK. Hurrah, here comes the really spiffy and golly gosh it's good, Poke City.

We've raved on like mad things all year about this game and that and you/ve all rushed out to buy them. Only thing is, sometimes you have wee problemettes getting yourself in one end of a game and out the other. Aaaah shame.

What can be done to help you out of this major dilemma? Poke City, that's what. We've stuffed a whole 15 pokeroos into one diddy cassette, just for you. All you have to do is load it up, choose the game you most want to poke and away you go. The games to poke are as follows:

Batman	for infinite energy and time
Cabal	for infinite grenades and immortality
Chase HQ	for infinite time
Die Alien Slime	for infinite time and energy
Dynamite Dux	for immortality
Ghosts & Goblins	for infinite lives
Operation T.bolt	for infinite lives, rockets and magazines, both players
Paperboy	for infinite lives and papers
Powerdrift	always qualify
Spitfire	for infinite lives
Spooked	for infinite lives
Strider	for infinite lives, time,
Thundercats	for infinite lives, time





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NAME...

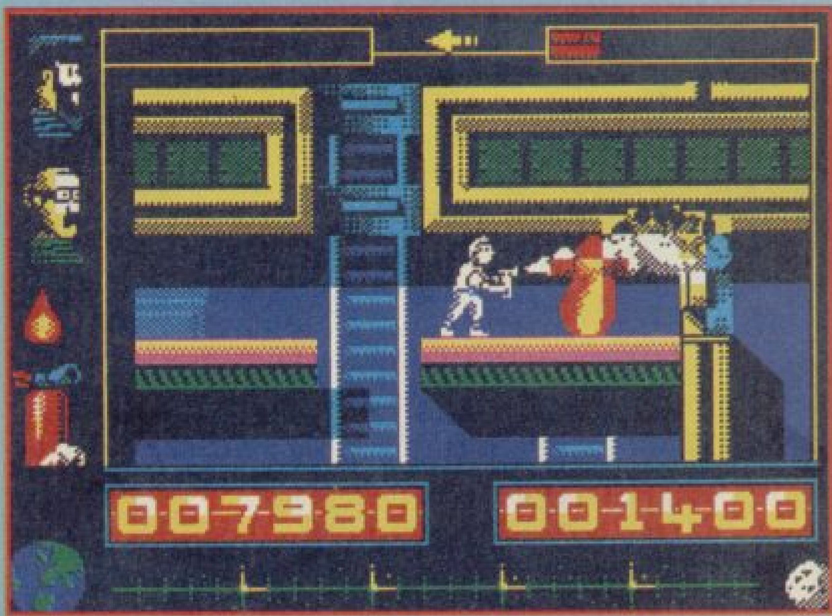
ADDRESS ....

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CYBERBALL™
October 2006 Paul "Bubba" Kwinn banned for bionic violation
September 2008 Random bionic testing enforced
October 2008 Bionically repaired players take legal action
November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.
January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation
FOOTBALL IN THE 21st CENTURY
BALL STATUS
CYBERBALL
QUARTERBACK
RUNNING BACK
Programmed by: Quixel
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Available on: IBM PC, Atari ST, Amiga, Commodore 64 Cassette & Disk, Amstrad Cassette & Disk, Spectrum + 3, Spectrum 48/128

GAMES REVIEW!



TINTIN on the moon

Zut alors, he's back! Tin-Tin, the cute Froggie kid with the hilarious haircut and the little white doggie, is now the star of a computer game. So if you've seen all the cartoons a thousand times, your comics are a bit dog-eared and you still thrill to the adventures of TinTin, salty seadog Captain Haddock, the bowler-hatted Thompson Twins and the evil Colonel Jorgen, now's your chance.

A multi-part arcade adventure with some lovely graphic design, *TinTin On The Moon* smells like the start of a continuing series; certainly there's enough material in the hundreds of comics to provide ideas for computer games until the year 2500. TOTM is one of the classics, and if the game isn't searingly original, it's a good guffaw and true to the spirit of the comic.

Part one sees you steering your rocketship through a meteor storm, swerving to pick up yellow spheres (extra fuel) and red ones (bonuses which allow you to proceed to the next level when you have captured eight of them). Just when you're congratulating yourself on completing this level in about thirty seconds, you realise that you have to go through it between every level - and you get more meteors, and fewer spondules, each time!

The next section is a bit like Virgin's Dan Dare; set on the walkways and corridors of the spacerocket, it sees Tin (as his friends call him) struggling to defeat saboteurs. Leap up ladders, leap down ladders, leap across ladders; collect fire extinguishers; squirt out fires; locate bombs and defuse them; find your captured friends and free them from the grip of the crazy Colonel Jorgen; and, most importantly, avoid being biffed by the ray-gun wielding thugs. If you achieve all these aims without running out of energy, it's back to the meteors before gaining access to the next area of the rocket - more fires, more bombs, more thugs.

In the last phase TinTin has to land on the moon, so it's not surprising that this section is a bit like those ancient Moonlander games.

Still and all, as I believe they don't say in la belle France, *TinTin On The Moon* is a nice-looking package; probably not challenging enough for gung-ho death-freaks, but a pleasant diversion for fans.



FAX BOX

ARCADE REVIEW

Label: Infogrames Author: Charpy/Nottou Price: £8.95 Joystick: various Memory: 48K/128K

Jolly multi-level arcade effort with just a touch of garlic.

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
85	79	78	70	78

Reviewer:


THE UNTOUCHABLES™
THE ULTIMATE
six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.
ALLEYWAY SHOOTOUTS
THE BORDER RAID
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ROOFTOP DUEL
as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!
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"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User
"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Your Sinclair
ocean
"Apart from the sheer thought apparent in the game design, there are the superb graphics" Games Machine
"the film was great ... the game is even better. Great atmosphere ... the music is brilliant ... a spectacular combat game, an unbelievable package ... and utterly superb game." Zzap
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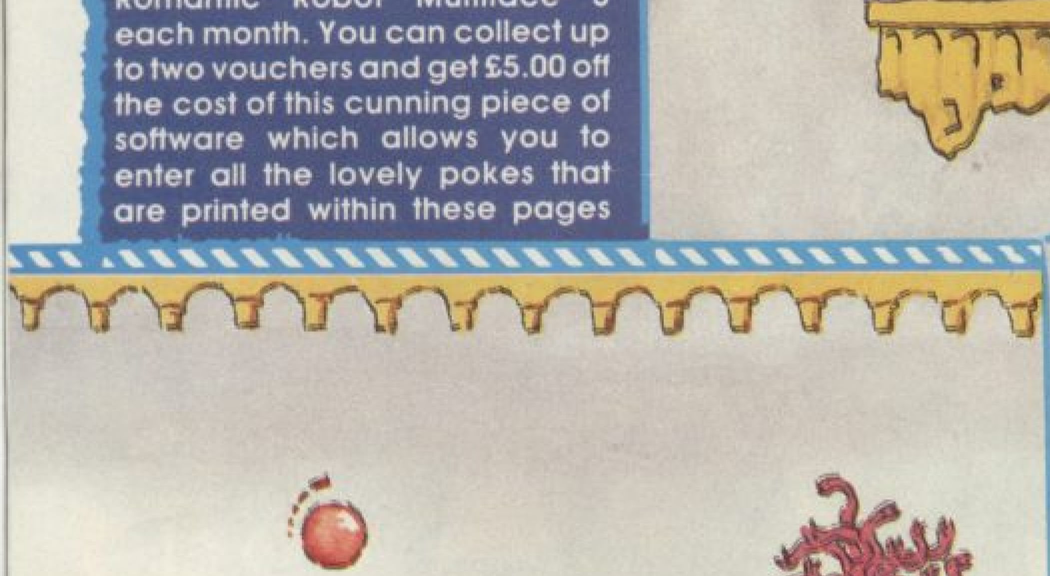
DIRTY TRI

MYTH

Hello and welcome to another batch of Dirty Tricks. This month we've got yet more exclusive maps of Myth with many thanks to all the chaps at System 3. I'll be unravelling some of the mysteries of Lost City - Martin Page's adventure that graced the December issue megatape which, judging from the letters I've received, is leaving a few of you a little lost yourselves. Never fear, Garfo's here! Also, I'd like you to keep on sending all your hints, tips and cheats to me - I desperately want to give postie a hernia before too long caused by lugging bulging mailsacks up the stairs of Chateau SU. And for all of you who spotted last month's deliberate mistake, there actually will be a voucher for £2.50 off a Romantic Robot Multiface 3 each month. You can collect up to two vouchers and get £5.00 off the cost of this cunning piece of software which allows you to enter all the lovely pokes that are printed within these pages

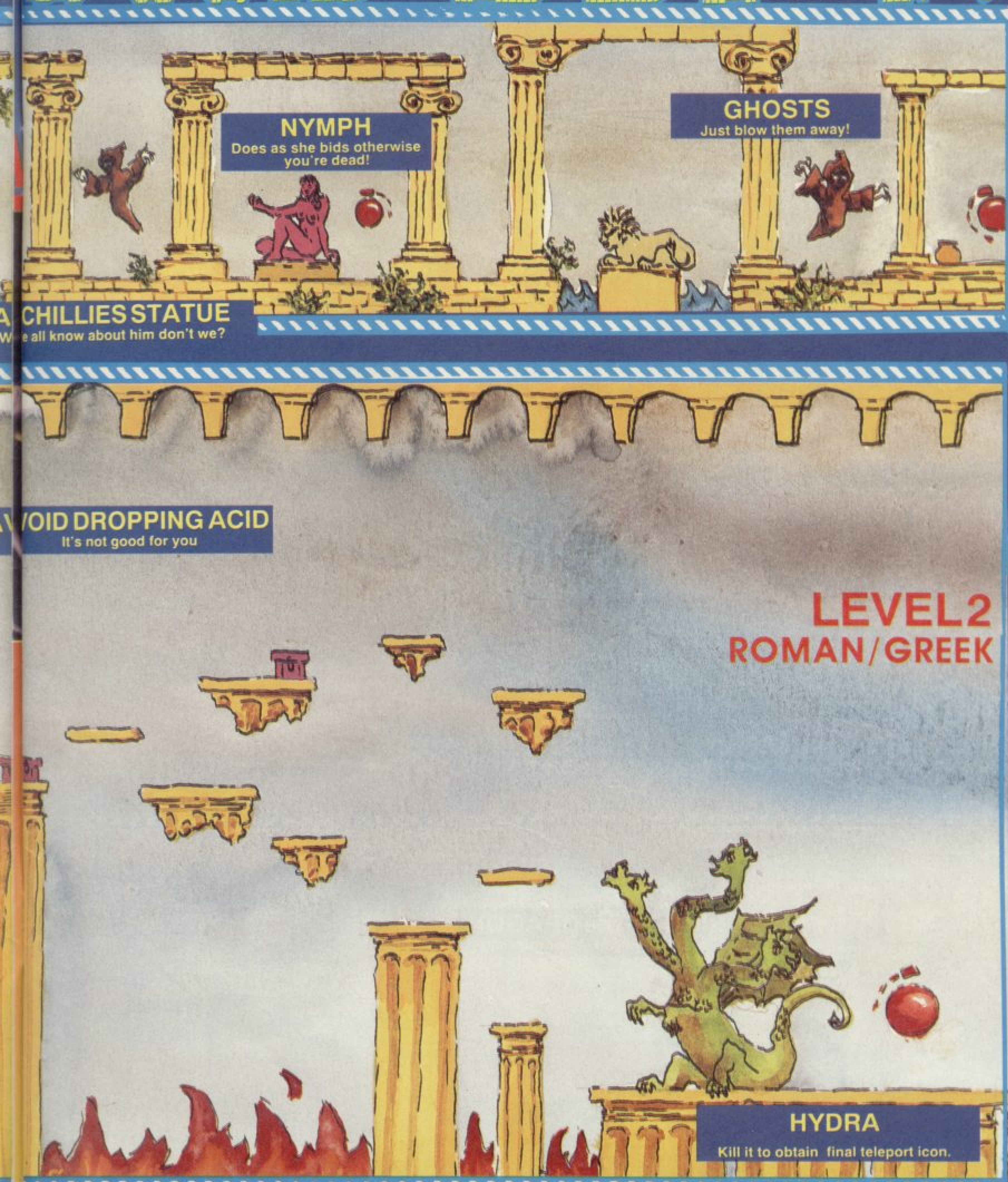






MEDUSA'S CAVERN
You'll need to kill her to get ahead!

CKS DEPT.



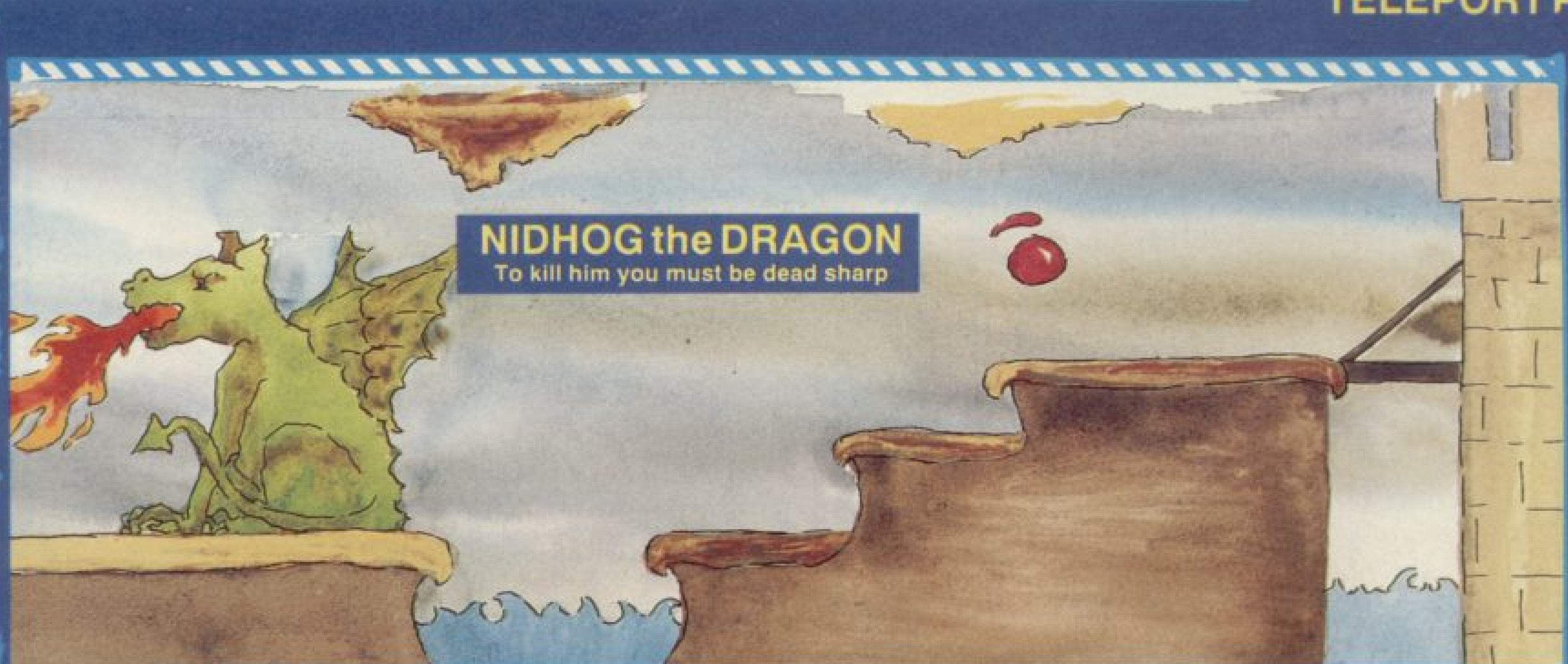
NYMPH
Does as she bids otherwise you're dead!
GHOSTS
Just blow them away!
A CHILLIES STATUE
W e all know about him don't we?
AVOID DROPPING ACID
It's not good for you
LEVEL 2
ROMAN/GREEK
HYDRA
Kill it to obtain final teleport icon.

DIRTY TRI





TELEPORT PAD



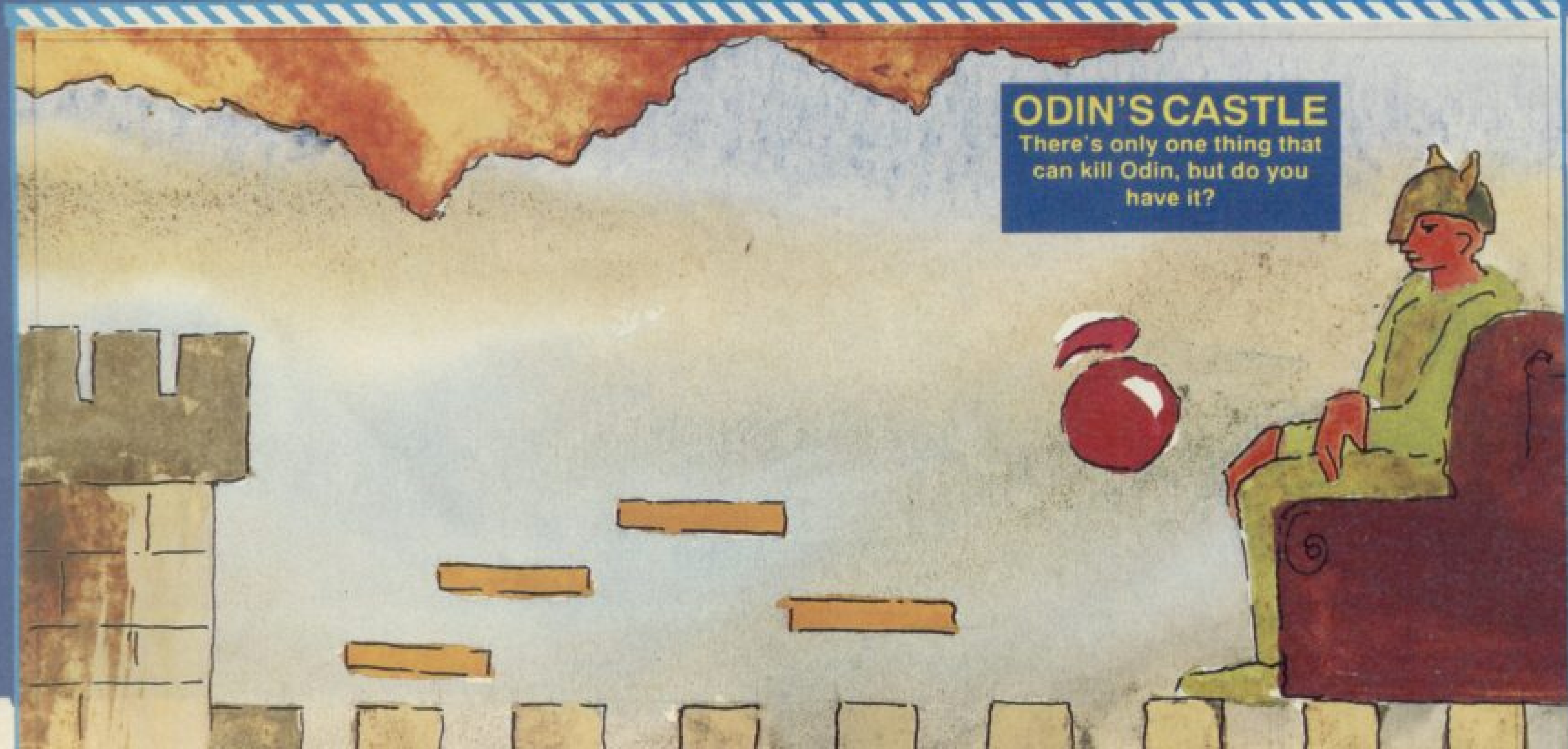
CKS DEPT.



STOP PRESS!!
There is a wee problemette with the System 3 phone number as printed in earlier versions of the MYTH manual. The number you should ring is
01 866 5692

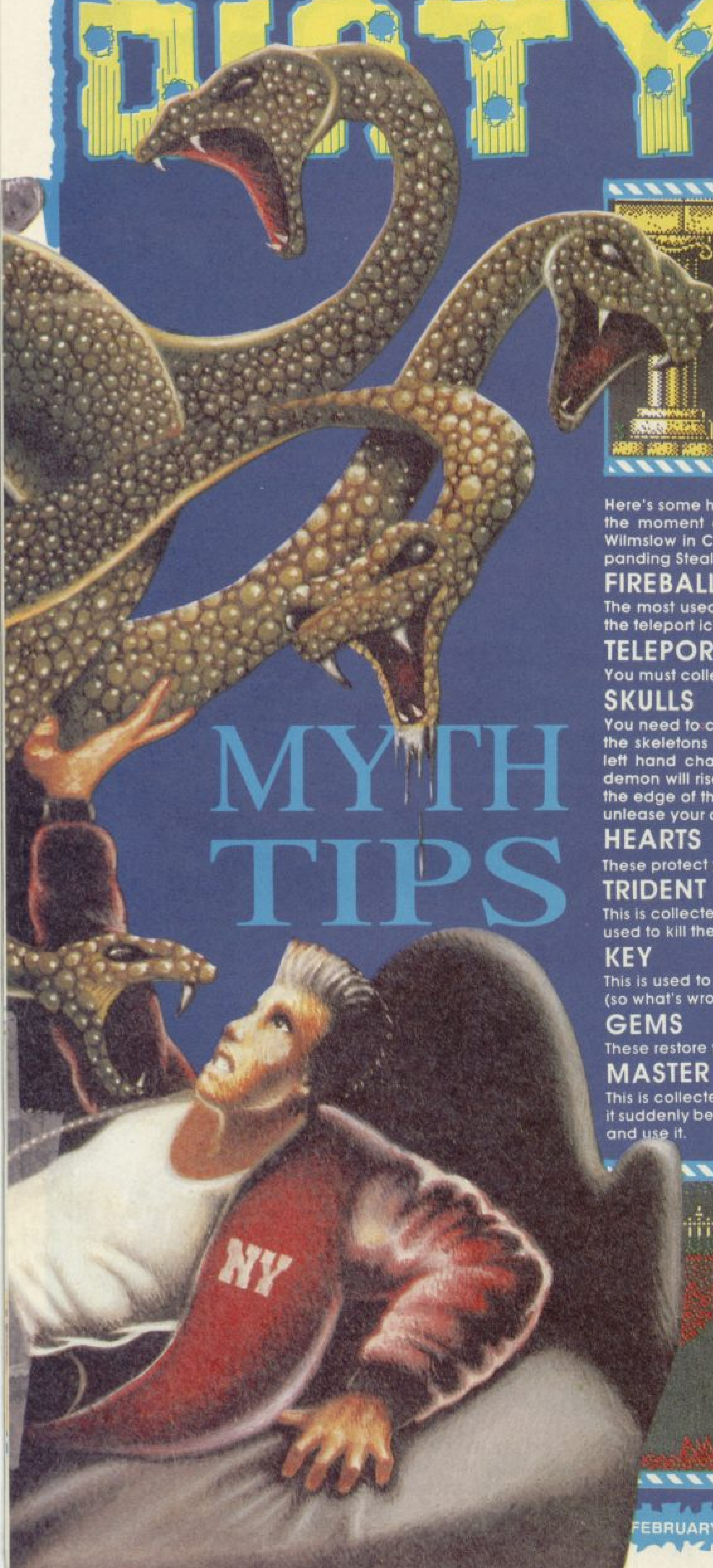


BRUMHILDA
Freeing her needs a special touch

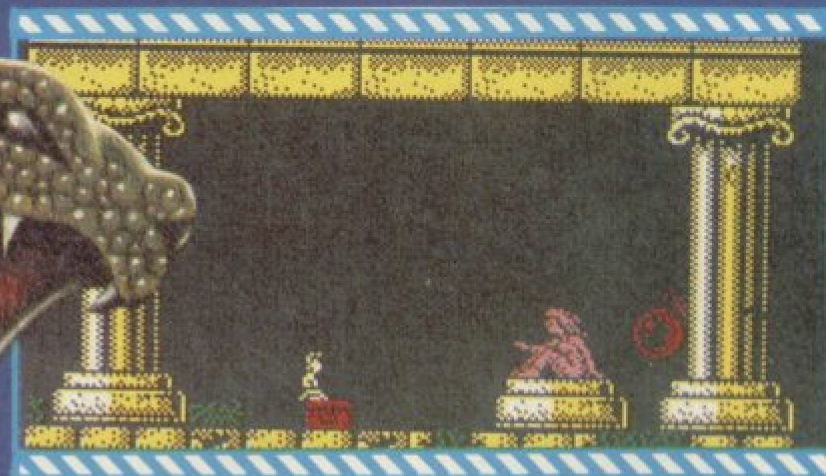


ODIN'S CASTLE
There's only one thing that can kill Odin, but do you have it?

DIRTY TRI



MYTH TIPS



Here's some help to go with the Myth maps that we are running at the moment all supplied by the irrepressible Mr Dan Bailey of Wilmslow in Cheshire. He'll be getting a copy of the intellect-expanding Stealth Fighter for his insight of level 1.

FIREBALLS

The most used weapon, they are needed to shoot down each of the teleport icons.

TELEPORT ICONS

You must collect all five before getting the master icon.

SKULLS

You need to collect ten of these by cutting them off the bodies of the skeletons and then throw them into the pit that is the bottom left hand chamber (see last month's map) and a ruddy great demon will rise from the flames. There is a position just back from the edge of the pit where he can't hit you from where you should unlease your attack.

HEARTS

These protect you from the demon and the dragon's fire.

TRIDENT

This is collected once you hgave defeated the demon. It must be used to kill the dragon.

KEY

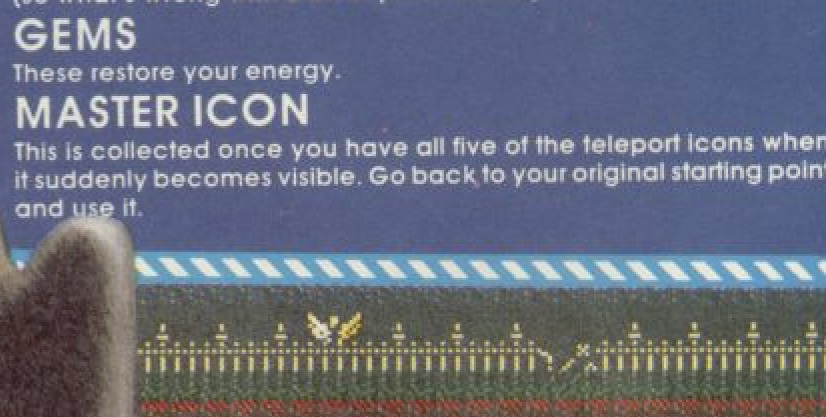
This is used to open the gate on the left hand side of the caverns (so what's wrong with a bit of predictability.

GEMS

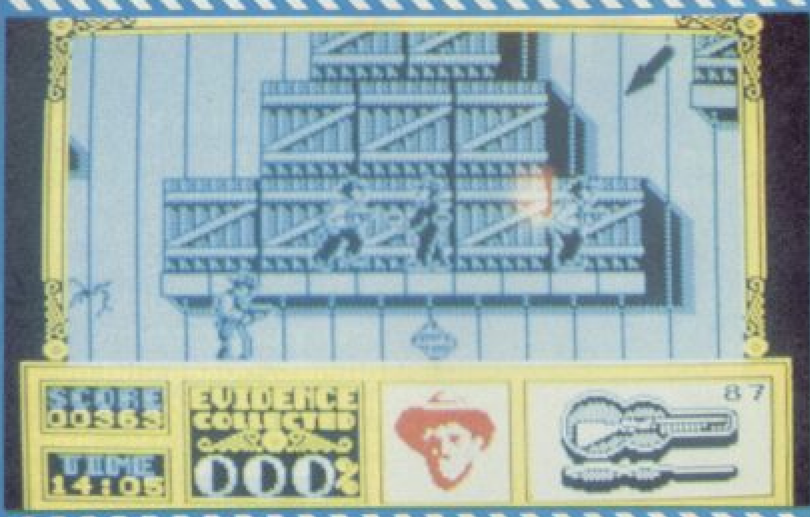
These restore your energy.

MASTER ICON

This is collected once you have all five of the teleport icons when it suddenly becomes visible. Go back to your original starting point and use it.



CKS DEPT.





STREET HASSLE
Here's a nifty cheat all the way from Scotland with best wishes from Alan Maxwell of Fife. All you have to do is when on level 1 press keys P and L simultaneously and the message "Really skip levels? Y/N" comes up. Press Y and it will load level 6.

FOOTBALL DIRECTOR II
I thought it was about time we put a few simulation hints in the back of the net. So did Duncan Warburton of Accrington in Lancashire, so by way of thanks I'll be sending him a couple of football games to keep him going. Meanwhile, if you want to succeed at FD II why not try the following tips...

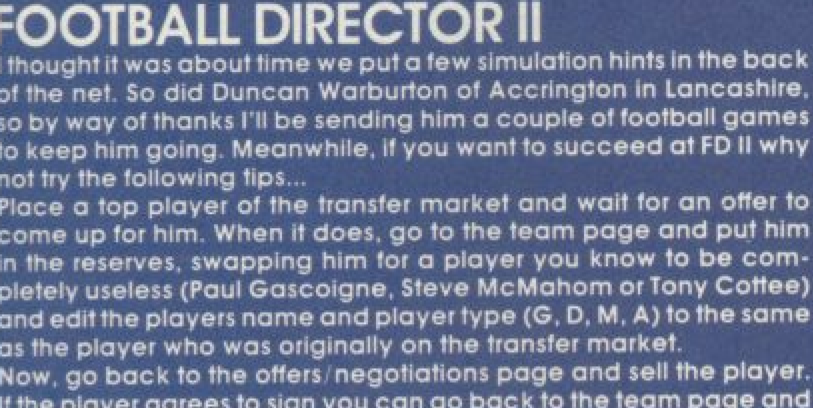
Place a top player of the transfer market and wait for an offer to come up for him. When it does, go to the team page and put him in the reserves, swapping him for a player you know to be completely useless (Paul Gascoigne, Steve McMahom or Tony Cottee) and edit the players name and player type (G, D, M, A) to the same as the player who was originally on the transfer market.

Now, go back to the offers/negotiations page and sell the player. If the player agrees to sign you can go back to the team page and lo! the original golden boots player is still in the reserves and you have sold a man who you know to have two left feet (or in the case of Spurs' Gazza Gasbag, only one arm!)

Beware though, 'cos if the player refuses to sign you'll loose your crap player (but did you really want him anyway?)

By selling your top players (but keeping them), you'll soon be able to buy higher rated players yet survive financially. Also, as an added bonus you will sometimes be offered a player in part exchange who you can sell again or who may be a 4 or 5 rated player.

Lastly, to avoid paying V.A.T. (Ya boo sucks to the Inland Revenue) or Directors withdrawing money, put your money in shares. You can take it out again once a player comes up on the transfer market.



NINJA MASSACRE
Has your Ninja Massacre stopped short for the want of a few passwords? Well fear not - here's the list for each 5 levels.

Level 5 - SNOW
Level 10 - EASY
Level 15 - RACK
Level 20 - BLUE
Level 25 - STAG
Level 30 - HULL
Level 35 - BEER
Level 40 - BARD

THE UNTOUCHABLES
I'm in debt to Lewis Sinclair for the following tip which will allow you to skip levels in Ocean's superlative game. Lewis, where were you when Elliot Ness needed you?

When on the high score table type in Humphrey Bogart and whilst playing press all the keys down on the left hand side and you will skip the level and move to the next.



DIRTY TRICKS DEPT.

JOIN THE DIRTY TRICKS HACKING SQUAD

If you want to get into Garth's Hacking Squad and win yourself some prizre software, a hacking Squad badgeand a certificate of trickiness then put your hints, cheats, pokes and maps into an envelope and send them to THE HACKING SQUAD, SINCLAIR USER, PRIORY COURT, 30-32 Farringdon Lane, London EC1R 3AU

LOST CITY

Okay all you dungeon dwelling adventure freaks and Guideon of Hendon, here's more hints for the adventure than you could cram into a bag of holding. ...

From the begining, go north, undress body, wear toga, south, east, e, s, s, remove toga, drop all, dive in water, get all, wear toga, n, n, w, w, w, w, insert disc in slot, w, w, get conch, listen to conch, w, read book, say to meramid mirandelli, w, w, exaine fountain, get key, unlock door and go north to the villa.

THE VILLA

At this point in the game it's a good idea to save after each problem is solved as the owner of the villa will throw you out every now and then. Okay? Now if you don't save don't say I didn't warn you. Now, go north, north again, get hourglass, s, open cupboard, get trident, e, go down then east, s, get tinderbox (cor strike a light guv'nor), n, w, up, up, w, examine table, drop book, get phial, drop conch, s, up, up and away! Sorry, only kidding go up again, open chest (no don't try to rip your heart out just open the chest, have a look in and get the elixir out and stuff it down your neck. Drop elixir, go down, down, get carpet, deeper and down, n, e, down, w, s, s, s, s and then go up. That should keep you going until next month when I'll print the final half of the solution but until then - the very best of luck to you all.

HOW THE HELL DO POKES WORK?

There's been a great deal of confusion over pokes and so, in the unswerving quest to prove the absolute education of all you hackerlets out there, here's the low-down on pokes...

To use the Pokes printed in Pokes Corner you MUST have a Multiface 3 or a similar widget ticked into the back of your spectrum. This box of tricks allows you to break a program and insert a new value in a specific memory location, thereby changing the content of a program. This means that you could alter the number of lives you get, the number of bullets, money and so on. For example, a poke for Gauntlet is 36919, 010.

To use this you must first load the game into the machine and then use the Multiface (or simialr widget) to break the program. You are then presented with a menu and once you have made the Poke selection from this, you enter the first value of 36919 which is the memory location where the number of lives is stored, and then the poke which in this case is 010 but can be any three digit number which is the number of lives you want. Simple innit?

The most difficult bit is buying the Multiface in the first place but if you collect this month's voucher and next month's then you'll get £5.00 off the price thanks to Romantic Robot.

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COMING UP NEXT MONTH

Well that's it for this month. Next month we'll be giving away the top 5 games to whoever sends in the best batch of tips, hints, cheats or pokes along with several spot prizes of Hacking Club memberships and various goodies. What's the Hacking Club? Well see the ad at the end of Dirty Tricks and see what you'll be misssing if you don't get hacking.

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GAMES REVIEW

MOONWALKER



Old plastic nose is back! Michael Jackson, the world's most famous chimp-lover, has finally achieved the ultimate accolade of being pixelised in a computer game. The dancing about and posing is all done quite convincingly; someone's obviously been watching old Jacko videos and doing lots of little sketches.

Unfortunately, someone's also been watching the movie *Moonwalker* too. because the game is based pretty closely on this box-office megaflop, and as a result has the sort of episodic, meandering quality of the film.

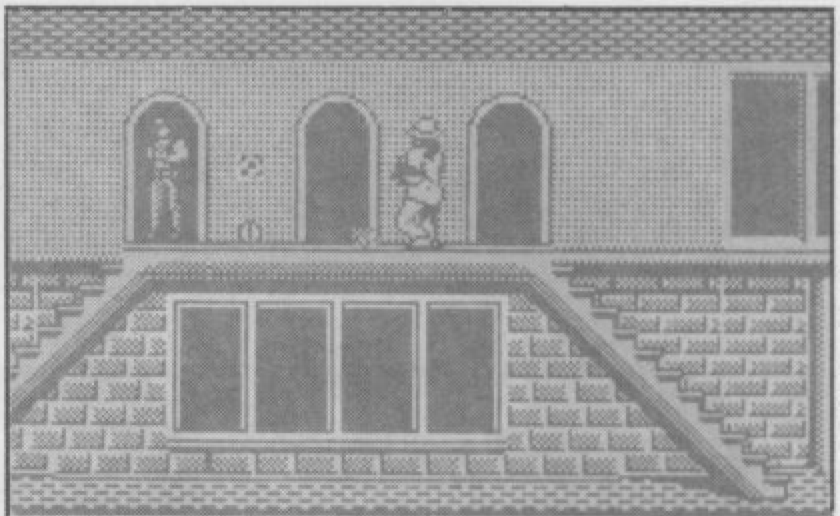
There are four stages in Jacko's quest to save all the lovely-wovely kiddies form the big bad giant (well, I simplify, but that's the basic plot.) In Part One, the Film Studio, Michael has to collect seven parts of a rabbit suit to disguise himself from his fans (glurk...) As he moonwalks through the horizontally-scrolling background, a radar displays indicates the location of each section of the suit, and Michael has to fend off attacks from Japanese tourists and guards.

Section Two, Michaelsville, sees old rubberlips piloting a motorbike; collect enough energy orbs and he can transform into a flying sportscar and leap over barriers.

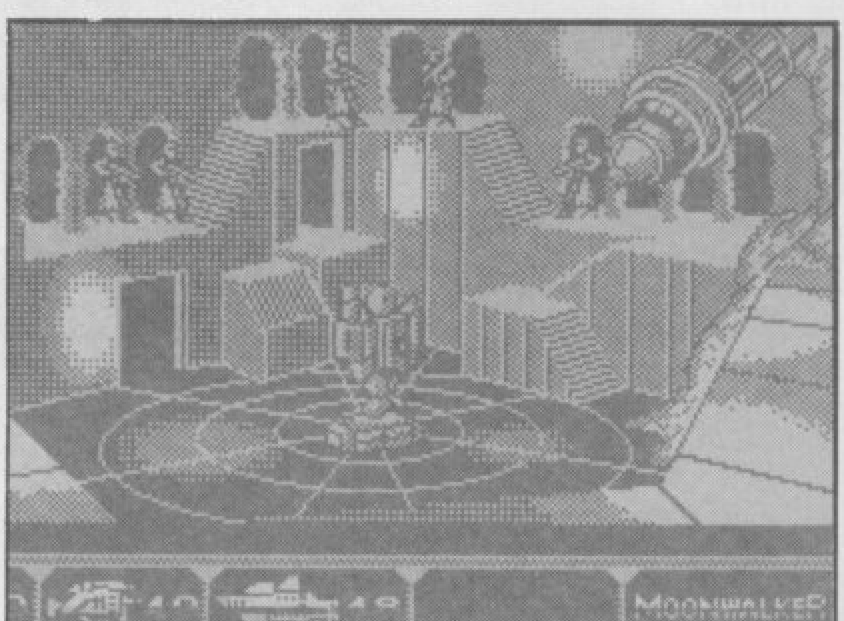
Section Three, Club 30, is where the violence really begins; Mickey grabs a machinegun and grooves his way around the nightclub, gunning down goons and collecting kiddies to lead them to safety.

The last bit, The Arena, is the nicest-looking, though it's pretty static; Mikey-baby takes the form of a huge glittering robot and sits in the middle of the arena, picking off stormtroopers who pop up to take a potshot at him from the balconies. Every so often a giant plasma cannon slides into view, and you must laser it before it blows you to bits.

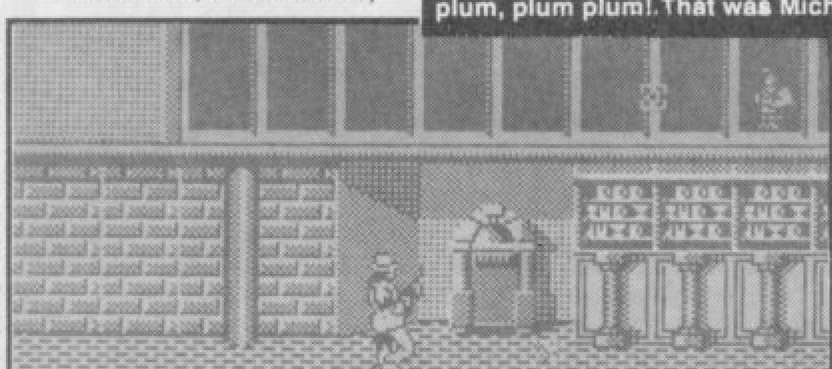
So that's your lot; four unremarkable sections, strung together with a little gloss and a lot of crossed fingers. While most licences at least have a successful film to ride on, the extended pop video which was Moonwalker probably won't entice too many people to go for the game. The best part of the package is that it comes with a free Michael Jackson oxygen tent (Jim swears it's a plastic bag, but I just know it's something extra special because Michael is so wonderful.)



Michael, are you okay? Watch out for the smooth criminal in the baggy coat. Time to beat it. Ho ho.



Brown girl in the ring, tra la la la la, she looks like a sugar in the plum, plum plum!.That was Michael Jackson wasn't it?



"Don't you be bad mouthin' my game, sucka!"



ARCADE REVIEW

FAX BOX

Label: US Gold Author: Keypunch Software Price: £8.95 Memory: 48K/128K

GRAPHICS	SOUND
59	59
55	56
PLAYABILITY	LAST ABILITY

He's Bad! He's Bad! And his game's pretty awful too!

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL 58


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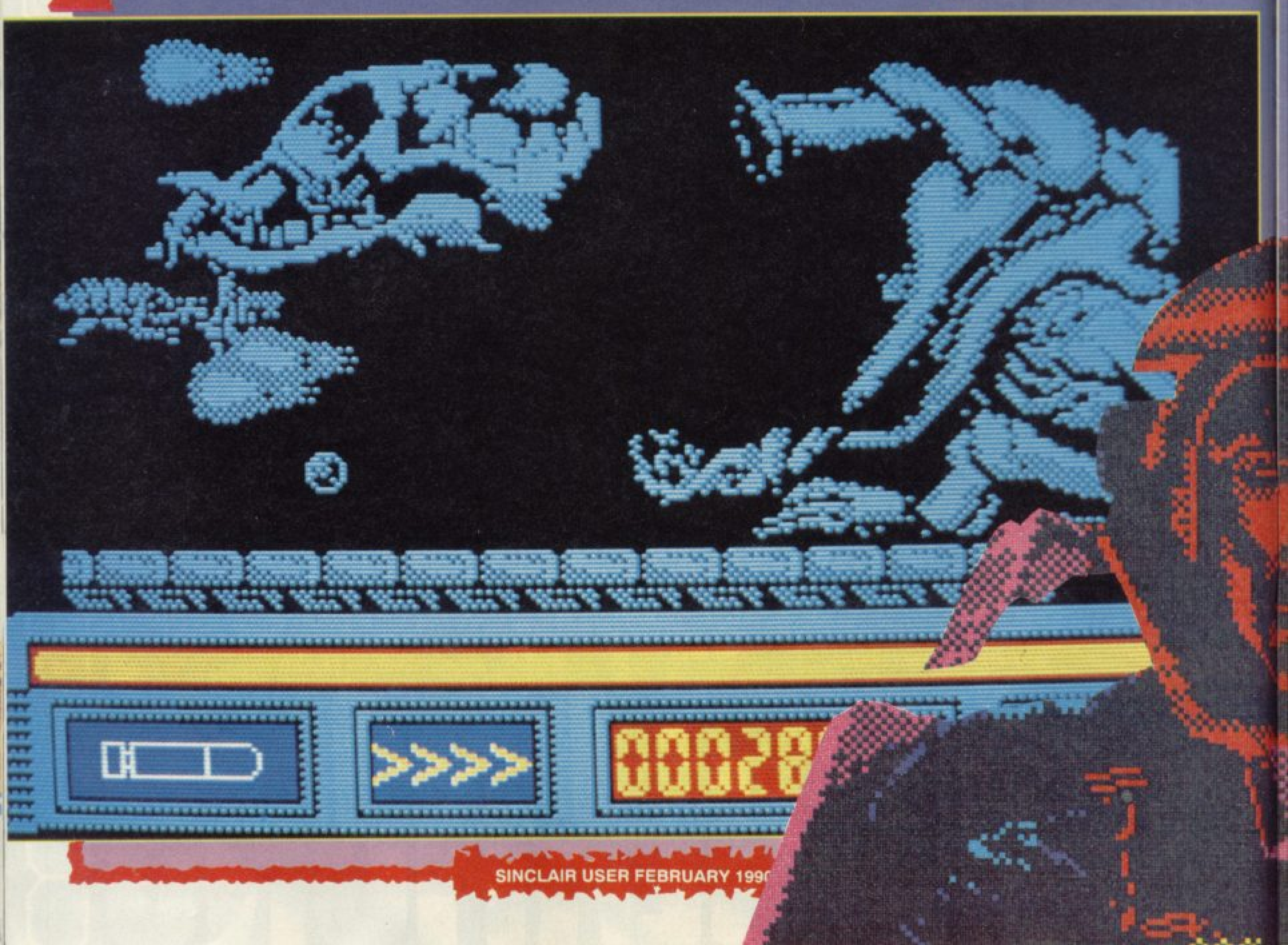
GAMES REVIEW!

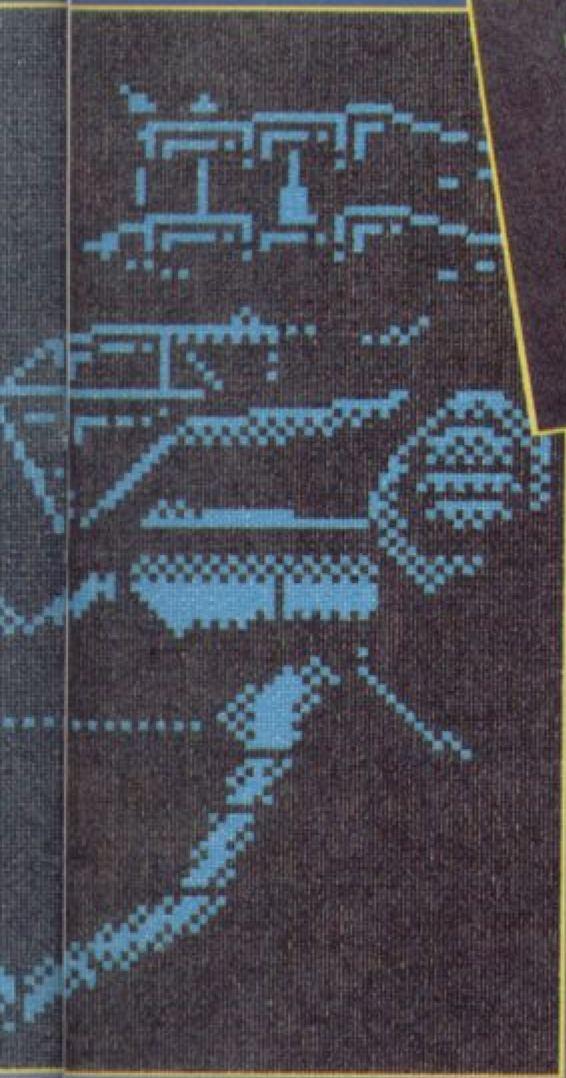


Hands up who likes destruction and mayhem?
One...two...three... eleven thousand...twelve and a half million... oh, lots and lots of you anyway. Good. You'll like *X-Out*.

It's pronounced Crossout, by the way, and I'm sure there's a plot in there somewhere, probably involving the Deathlord Dargon and his plan to infect the oceans of the world with a hideous new kind of brain-sucking jellyfish or something like that, but you can forget it all anyway, because what we have here is a horizontally-scrolling blaster in the R-Type mould, but set in the watery deeps where no-one can hear you gurgle, rather than in space.
Up until now most R-Type imitations have been pale reflections of the original, but, blasphemy sacrilege heresy, X- Out may be even BETTER! Gaspo de gasp! I base this opinion mainly on the sheer amount of weaponry shooting around the screen. In the opening section, after a spot of sampled music and a quick flash of your grim-jawed sub pilot, you get the chance to tool up at the underwater weapons shop. Depending on how many credits you start off with, you can choose to buy either a small number of well-endowed insect-like ships, or a larger number of punier ones; weapons available in-









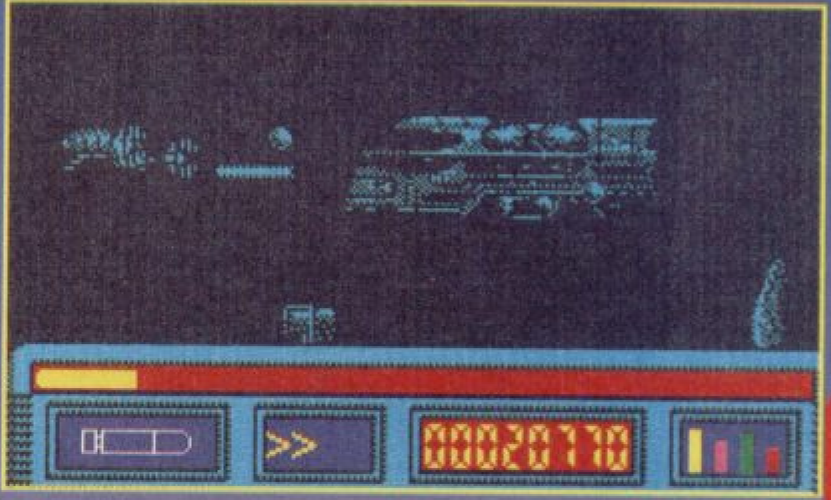
GAMES REVIEW!

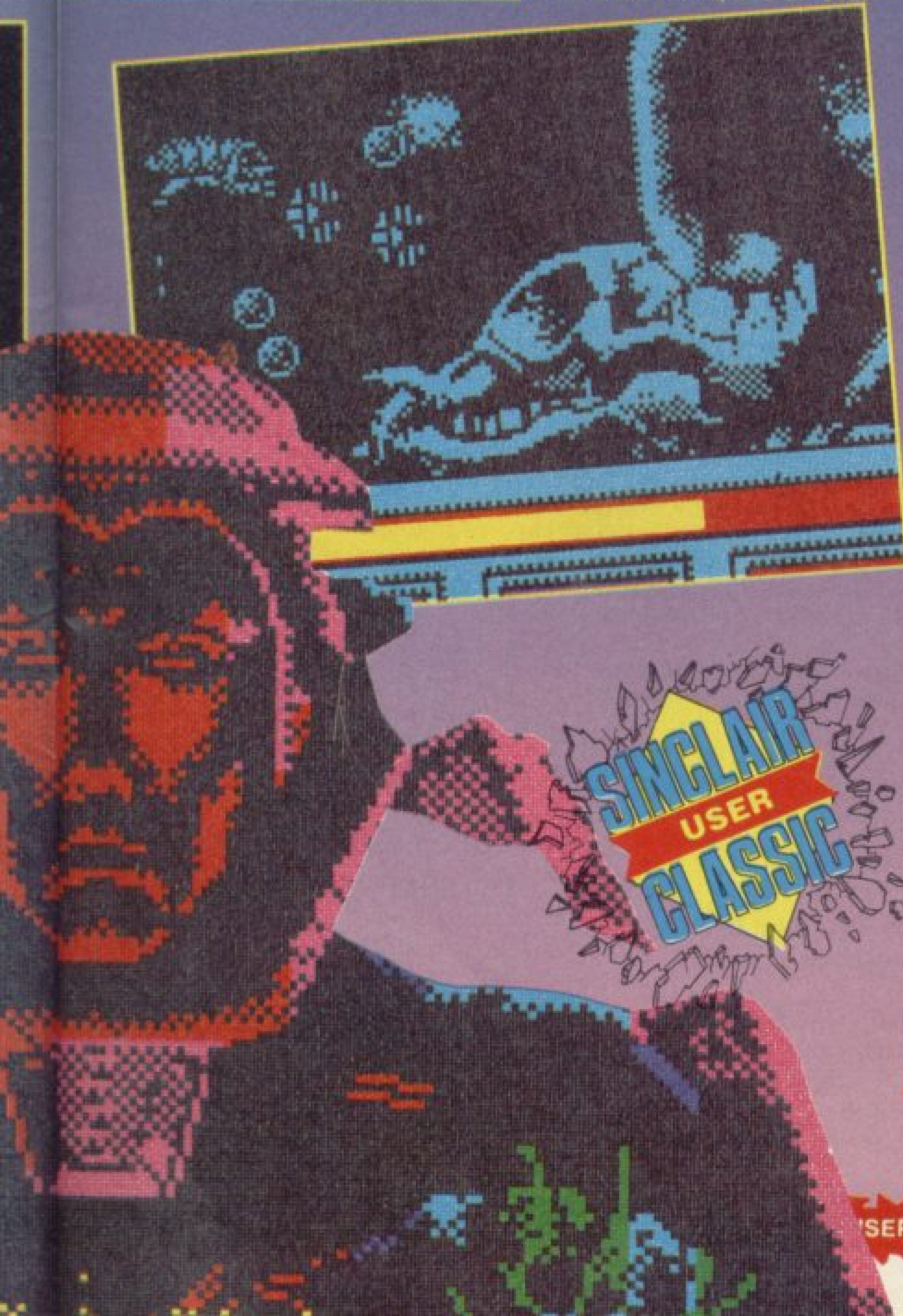
clude single, double and triple cannon, different types of lasers, and drones which can be dropped from your ship to deal death and destruction until you pick them up (but you'll lose them if they crash into a solid object). There aren't any weapons to pick up in each level; but the more aliens you blast, the more credits you get to spend in the shop at the end. You can end up with a fearsome array of death-dealing hardware which fills the screen with destruction at the touch of a button, and, let's face it, that's what life is all about.

Your targets include a vast array of buildings and aliens; mid-level aliens, end-of-level aliens, big aliens, little aliens, slow aliens and fast aliens. But like all aliens, they're slimy scum and they deserve to die. In addition to all this blasting there's also a lot of manoeuvring around solid objects such as stalactites and reefs to do, because a collision costs you a life. This adds an element to the game which other blast-'em-ups just don't have.

The great thing about X-Out is that although it's very very monochrome, the background scrolls upwards and downwards as well as right-to-left, so you get a big playing area, unlike some R-Type derivatives where it's a pain to play because there isn't enough space to manoeuvre. And the aliens are great; well-designed, clear, fast-moving, and they die explosively. My favourites include the spitting Sea-snake with the diver mounted on its back, the huge end-of-level nasty looking like a cross between an inside-out chicken and a bicycle pump, and the gigantic seabed fortifications which spew out endless heat-sensing missiles and bombs.

As you'd expect (well, demand actually), in addition to your everyday lasers and missiles you get a BIG weapon which works on the energy-pump principle; hold the fire-button down and release when the charge builds up enough. You also get the obligatory energy level meters, credit indicator and so forth on the bottom of the screen. When The Big Guy hands out the lifetime awards for originality, the programmers of X-Out won't be towards the front of the queue. But they'll be well up there in the Death-spittin'-lasershootin'-alienzappin'-brain-meltin'-meg ablast stakes, and well deserved too.





SINCLAIR USER CLASSIC

ARCADE REVIEW

FAX BOX

Label: Rainbow Arts Author: ARC Price: £8.99 Memory: 48K/128K Joystick: various

GRAPHICS	SOUND
86	80
PLAYABILITY	**LAST ABILITY**
94	91

Get stuck in to the best horizontally-scrolling underwater blast-'em-up of all time

Reviewer

10 20 30 40 50 60 70 80 90

OVERALL 90

the writ



JIM

THE NEWZEALAND STORY

Now before I start I'd like to give a quick welcome to Garth because its the first time I've seen him. New Zealand Story is cool, it's dead addictable with good graphics as well. Number 5 in the chart and still going up (hopefully a possible number 1) I give it:-

45% Graphics
89% Playability
92% Sound
96% Last Ability
Overall 93%

Robert Shimmin Preston, Lancs

● ***I doubt that NZS will make it to the top of the charts now. Not with Robocop and Chase out there too. I reckon it will be a contender for No.1 in the budget charts next year***

NEW ZEALAND STORY

To The Write Stuff, Yo, spacky Jim, New Zealand Story is mega ultra trendy totally wicked. It's the cutest game ever. If you are getting stuck then type Fluffy for infinite lives and if you press Enter you skip a level.

So send me a S.U. badge and a big tips badge for the poke

Andy Platt & Stuart Platt Rugby, Warwickshire

● ***What are you doing in this section? You could have won a prize for a fab Dirty Tricks Dept tip. Alas, you went to the wrong place!***

OPERATION WOLF

Jim was wrong in giving Operation Wolf 90%, it should have got at least 96%. One thing that I really liked about it is that, despite all the hints in the instructions about saving bullets for later, when I ran out of bullets I could still blast everything to kingdom come.

I've only had it a short while but already you'd need to do an operation on my brain to stop me playing it. The thing I find funny about it is that on level five if you shoot a hostage it goes to heaven with a hula hoop on its head.

The main idea I think is pretty good plastering bits of soldiers around the countryside. Shooting ducks is fun, they turn like lawn-mowed cartoon characters.

Heath Buck Mendip, Bath

● ***NO MORE! PICK PICK PICK NIT PICK PICK NIT PICK. What difference do you suppose 6% actually makes? A 90% game is brilliant. Isn't that good enough? If you keep giving away ever higher marks, you paint youreIf into a corner and end up having to give 99% all the time.***



CHRIS

CRAZY CARS 2

Crazy Cars 2 - only 53%. This game deserves a Classic, its miles better than CC1 because :-

a) It has better graphics

b) It's a wicked idea knocking the cops off the road

c) Cos I say it is

When you go into a spin it's so cool and realistic. OK maybe you do feel like knocking your Speccy through the wall like er, say, when you crash into the back of the cop car, or when you start off and a cop car runs into you. But its just one of those things.

So I suggest you play this game again and think about it, Mr Jenkins. If you like a good racin' game this is the one for you.

Darren Hurst Groby, Leicester

● ***Mr Hateful Himself sez: Oh, yes. And I suppose that the jerky graphics and the ropey gameplay are all fine if the idea is okay. The world is full of pretty poor games which started off as good ideas. And being better than its dreadful forerunner, is no big deal.***

THE UNTOUCHABLES

Dear SU, I would like to congratulate SU on the brilliant review of The Untouchables. This game has such brill graphics and sound.

The first day I brought it I played it for four hours solid. The graphics are so detailed and the scrolling or level's 1 and 2 is just brilliant. Also the way, in level 2, you can swap characters to keep yourself alive.

Another part of the game I thought was brill was level 4, when a baby comes in to the scene. This has got to be the greatest Spectrum game ever. I think the fax box should have been like this:

Graphics	99.9%
Sound	99.9%
Playability	99.9%
Last ability	99.9%

To top that it should have got one whopping great big Classic

Steven Mixter Braintree, Essex

● ***It should have got a whopping classic and indeed it DID! Ha HA! Still, glad you concur with the rest of the review.***

DOUBLE DRAGON

I brought Double Dragon. I came, I saw, I played and I enjoyed. Chris 'SLAPHEAD' Jenkins got his review so wrong I decided to show him up in the mag - he is a twerp.

In Double Dragon, the graphics are good, the playability is excellent, the in-

e stuff

teractive backgrounds are great. Climbing up fences, ladders and steps is fun, and I loved using the weapons, and the scrolling is so smotheringly brilliant, it is unbelievable. So buy the game, it is great!!!

Mark Scantlebury
Bickleigh, Devon

● ***Chris sez: I can't answer this. You're obviously barmy. Maybe I was too harsh on DD, but it's far from brilliant!***

PRAISE INDEED

Dear SU, Have you noticed that the amount of complaints SU receives in 'The Write Stuff' has dramatically decreased?

Well, it's because all the reviewers have their head screwed on the right way!

Every single review is explained brilliantly, with loads of colourful screenshots.

I am now able to trust every single review, so any game that has a good mark will have a guarantee that I'll never be disappointed.

The reviewers have obviously put lots of hard work and effort into the reviews section to make them a great help when choosing a game.

So thank you to Jim, Chris, Graham, Alison and Garth for an excellent read.

Thomas Vanner Lisburn, N. Ireland

● ***Phew. Praise indeed. Why doesn't everyone see things that way?***

CARRIER COMMAND

Elite, move over, a game has finally arrived that wipes the floor with it. What is it, I hear you gasp? Why, it's the looooong awaited Carrier Command.

How can I describe it? Well, take the speed of Starglider and the strategy of Elite and sprinkle on the graphics of Driller, et voila. The animation is flawless, the sound is great and the action is fast and furious.

Save your money now and go buy the best Spectrum game you're ever likely to play. What £14.95? It doesn't matter, it's worth every penny.

M. Harrison Dinnington, Sheffield

● ***Kwoar! We thought Carrier was a corker too. It's the tops, folks***

FISH

Dear Chris, You must be nuts, really nuts. What's going on down there? I'm a professional adventure player and recently I bought Fish (any adventurer who doesn't is completely mad). I played it and thought, "this is one of the best adventures of all time".

Then I looked at your review in the March issue, and...what? A poor 80%? It should be 100% as an overall score.

The text is excellent, I admit it's a bit overpriced, but giving it only 80% and making a comment like "looks a bit green around the gills" is really from a mad mind. Try to do better next time, Jenkins.

Oh, and there's a lack of adventure reviews in SU. The last one was Fish, ages ago.

Joao Tondo, Lisboa, Portugal

● ***There may be a load of adventures around in Portugal, but there certainly isn't a wealth of them over here. When we get 'em, we review 'em!***

DOUBLE DRAGON

I'm writing to tell you what I think of Double Dragon. Chris Jenkins is a good reviewer but for this one he ought to be shot, giving this game 51%. I would give it no more than 4%, and here are my ratings:

Graphics	9%
Sound	6%
Playability	28%
Lastability	12%

It took me two goes to complete this game, it is so easy. I am disappointed in Double Dragon, it is so brill, ex, fab, bad etc in the Arcades. I mean, where's the flamin' cat on the barrels? The knives look like loaves of bread, and where's the dynamite on level 2. The sound effects are utter crud, when you get hit it sounds like a motor bike revving up.
The price is an absolute outrage, £9.95 for a game like this is a flamin' rip-off. I would put it easily at £1.99 or £2.99.

Ben Robinson, Hastings, E Sussex

● ***Phew. You'll be seeing the man from across the page in the car park then.***



GARTH

BATMAN

Dear Su, What the *@X$ are you playing at? Giving Batman 76% when it deserved a classic! Even the task was taken on by an unexperienced reviewer (probably).

Well, the graphics are mega-funky for monochrome and the music is even better, an improvement on Batman 1 & 2. I've only one niggle, when Batman wants to kill anybody his batarang takes too long to fire as he gets it out of his batbelt.

To say they only created this game from film stills, this tracks with the film extremely well. Nice one Ocean.

Matthew Hardy Driffield, E Yorks

GARTH SEZ: You scumbag! I was reviewing games when you, er, weren't. Nice graphics and music, but the gameplay just wasn't there.

If you think you can review a game better than we can, then we suggest you put pen to paper now and tell us in less than 150 words your thoughts about any Speccy game of your choice.

THE WRITE STUFF'S GUIDE TO REVIEW WRITING

Here are a few points to consider when you put together your Write Stuff review.

1. Put the name of the game at the top of the page.
2. Tell us what you liked/disliked about the game and why.
3. Compare your review game with another and tell us why this game is better/worse.
4. Are graphics appropriate? Would they have been better if they were plan/side/3D view?
5. Tell us how you managed to get through certain parts of the game: Was it easy/difficult?
6. You don't have to stick rigidly to the above points, be as creative as you like.

Try not to swear too much and send your letter to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to put your name and address on your letter, so we'll know where to send your SU Crew badge.

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I always buy your utterly, utterly brill mag, but I am writing to you for some help. I have been trying to sell my Spectrum +2 and I was wondering if you could send me details of anyone who would be interested in buying it.

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HANTS GU12 4EL

WANTED: ULTIMATE COLLECTED WORKS

When I first got my Specy I didn't know much about it. I bought *Ultimate's 'The Collected Works'* but as I did not know what I was doing, it got messed up. please could you find someone who has it and would be willing to sell it or give it away.

Write to:
Alexander Norton
Northcote Road
Twickenham
MIDDX

WANTED: CHUCKIE EGG

Dear Wayne, I'm telling you this because I think you're the only sensible person around at the minute. I borrowed this game called Chuckie Egg for a while off my friend Beaty. I went crazy about it but then I had to give it back (I even offered a fiver for it, but Beaty didn't agree).

I went knocking about the shops and I found nothing, so I'm wondering if you could help me.

Write to: Marc Vowell
73 Jubilee Estate
Ashington
Northumberland
NE63 8TA

WANTED: SPECCY +2

I don't get SU because I have an Acorn Electron, so I am writing to ask if anyone out there in Humberside has a Spectrum +2 128k for sale (with light gun, if possible). If you do, ring me and I will offer £50 for the computer and connecting leads.

Write to:
Ashley Lawson
30 Manorfield Rd
Driffield North
Humberside
YO25 7JE

WANTED: A PRINTER

I've been looking for a printer and I cannot find the naffing theing anywhere. Mu mumsy said she can't afford the original £130 for one (drat). So to all you superb SU readers who wish to sell their printer at a reasonable price, I'm your man.

If you are interested send your name and address to me with a price. I don't want an old fogie one that only just works.

Write to:
Liam John
218 St Fagans Road
Fairwater
Cardiff
CF5 3EW

I WANT A COMPUTER CLUB

Dear Wayne, This is the first letter from me to you. Please can you send me some addresses of Sinclair Computer clubs because there are no Sinclair clubs in Egypt.

If you haven't, please can you put my address in your lovely SU.

Ahmed Matar
6 Ahmed Elmahroki
St Elebrahmia
Alexandria
Egypt

P.S. I hope that you don't neglect my letter because I'm from Egypt and not from England.

- ***JIM SAYS: SORRY AHMED, WE DON'T ACTUALLY KNOW OF ANY SINCLAIR CLUBS, BUT IF ANY READERS DO PLEASE WRITE TO AHMED OR TO US AND WE'LL PASS ON THE INFO***

+2 BLUES

Dear Dickheaded Spaz features, Do you think, my dear friend* that I should bother to buy a Spectrum 128+2 as I have got a 48K+ and there is only a few games that are for the 128, so why don't I just keep mine in fact why doesn't everyone just keep theirs. I have read SU for 2 months now and I think that it's the most mega crucially brill mag around.

David Tomlinson
Birmingham

*I lied

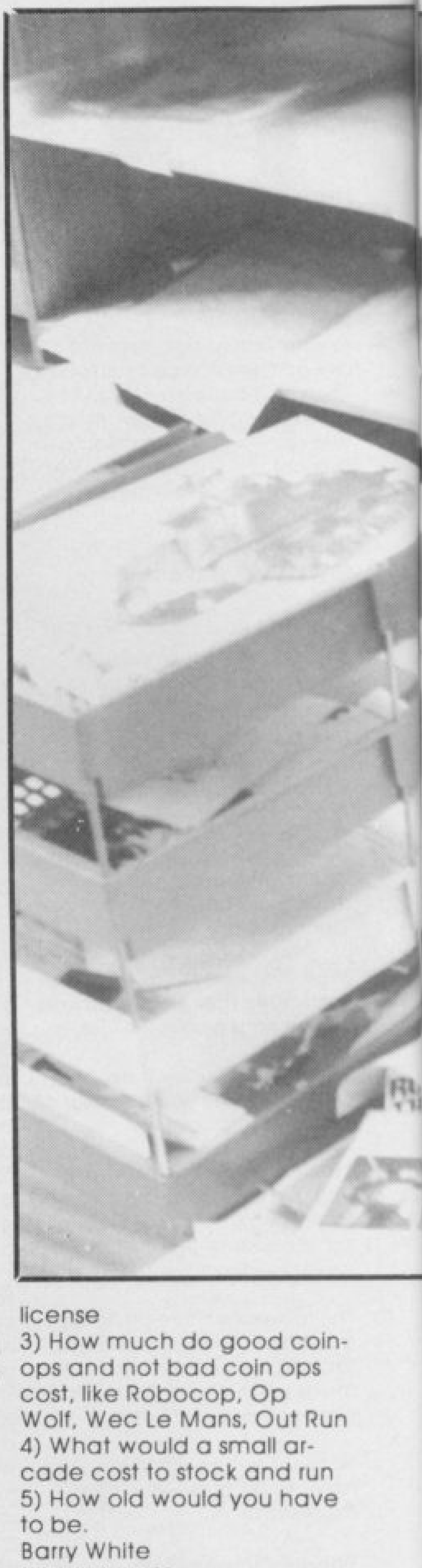
- ***JIM SAYS: OF COURSE IT'S WORTH BUYING A 128K +2! IT'S TRUE TO SAY THAT THERE AREN'T MANY 128K ONLY GAMES AROUND, BUT VIRTUALLY EVERY GAME ON THE MARKET HAS ENHANCED SOUND FOR 128K VERSIONS. YOU MAY ALSO FIND THAT MULTI-LOAD GAMES (VIRTUALLY ALL THE OCEAN STUFF) WILL LOAD IN ONE GO, SO YOU DON'T NEED TO CONTINUALLY REWIND THE TAPE AND FAST FORWARD ETC.***

LURRRRVE LETTER

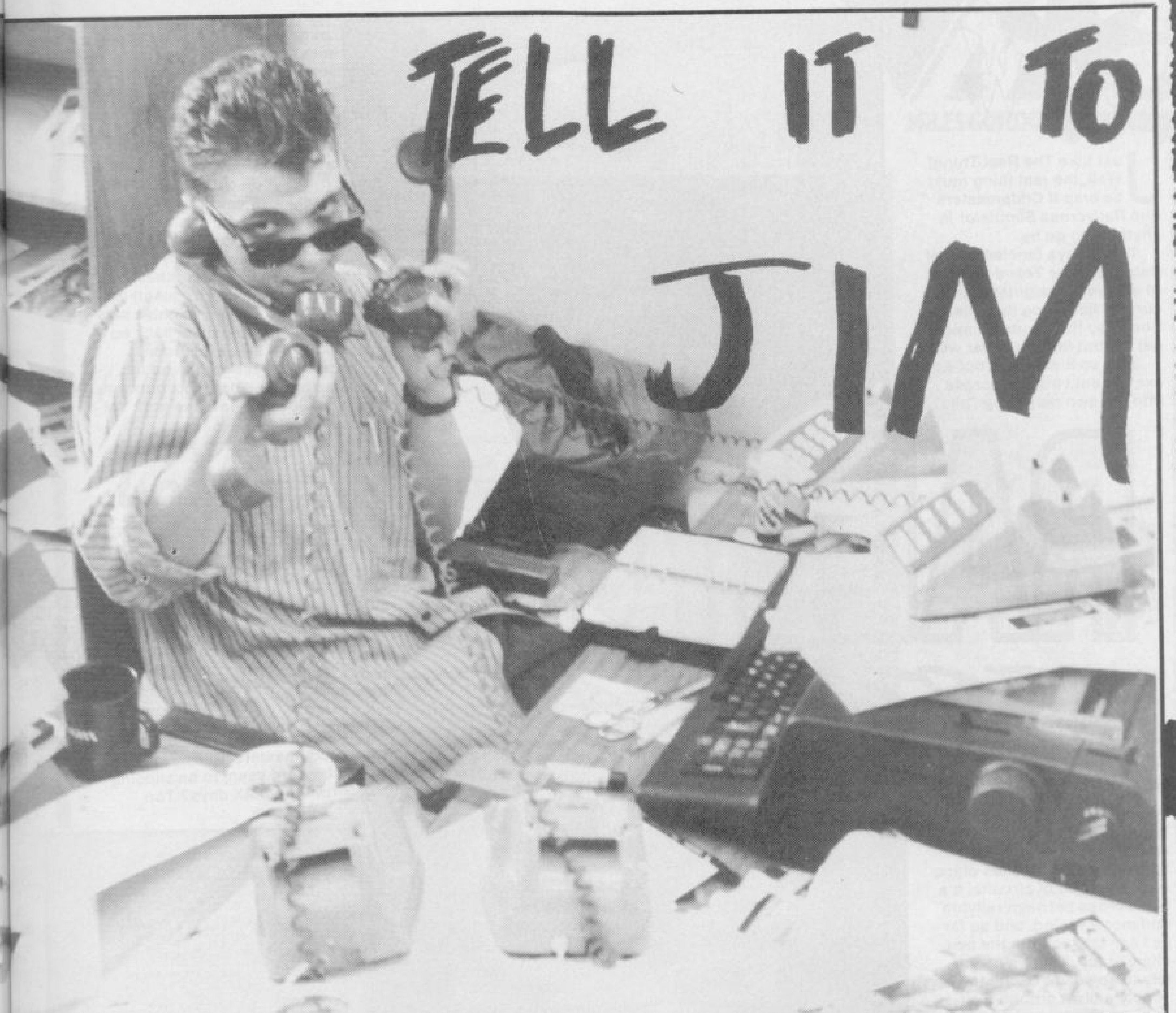
Oh Great Oracle of Old, I seek Knowledge

1) I would like to know how to get an amusement arcade going.
2) Would I need a coin-op license and a fruit machine license
3) How much do good coin-ops and not bad coin ops cost, like Robocop, Op Wolf, Wec Le Mans, Out Run
4) What would a small arcade cost to stock and run
5) How old would you have to be.

Barry White
Middleton Cheney



- ***C+VG EDITOR AND ARCADE EXPERT JAZ RIGNALL (FROM ACROSS THE OFFICE) EXPLAINS: FRUIT MACHINES ARE THE BREAD AND BUTTER OF ANY ARCADE. A LICENCE TO RUN FRUITIES IS MEGA-COSTLY. YOU NEED TO APPLY FOR A GAMING LICENCE TO YOUR LOCAL COUNCIL***



Listen up, you're just not gonna believe this. You know you lot go on about how much you hate Wayne and you're always sending him letters saying, "throw yourself in a Kenwood blender, Wayne", and "fall down the stairs, Wayne". Well, he's done just that and now he's at home drinking Complan and trying to convalesce, tee hee. For the mo hunky uncle Jim has stepped in, so if you've got something to tell the world write to him at SU, Priory Court, 30-32, Farringdon Lane, London EC1R 3AU.

AND THEY'LL POINT YOU IN THE RIGHT DIRECTION. YOU CAN GET NEW MACHINES (LESS THAN SIX MONTHS OLD) FOR ABOUT £500. THE REAL BIG-NAME MACHINES, THOUGH, WILL PROBABLY BE OUT OF REACH. HARD DRIVIN' FOR EXAMPLE, WOULD COST AROUND £6,000. YOU'LL ALSO HAVE TO FIND YOURSELF A SITE AND FIGHT YOUR WAY THROUGH A MILLION MILES OF RED TAPE. PLUS IF YOU'RE ANYWHERE OTHER THAN ON A SEAFRONT, YOU'LL HAVE TO POLICE A METHOD OF KEEPING OUT THE UNDER 18s. SIMPLE EH?

WRESTLING WITH A PROBLEM

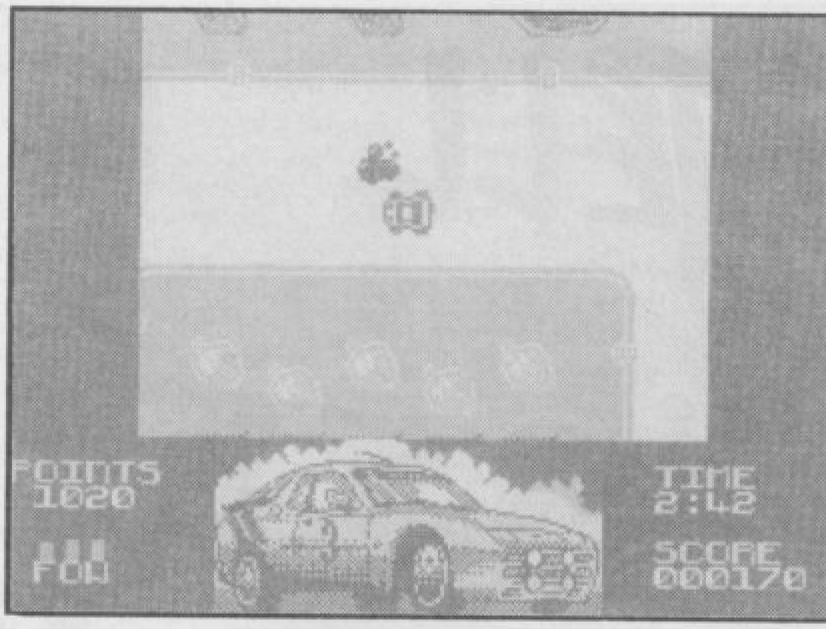
Please please please please (etc) could you list all the wrestling games that are available for the Spectrum, as I absolutely love it!

Oh, and by the way, you ought to try it our on Jim when he's horrible to you! Hope you can help

Oliver Hurley
Lydney

- *JIM SAYS: WRESTLING? YOU WEIRDO! WELL, THERE'S ROCK AND WRESTLE, WHICH YOU MAY STILL BE ABLE TO PICK UP, BUT YOU'D BE FAR BETTER OFF GOING FOR SOMETHING LIKE TARGET RENEGADE WHICH INVOLVES MORE GRAPPLING THAN OTHER HAND-TO-HAND COMBAT GAMES AND IS A LOT MORE FUN THAN BIG MEN IN LEOTARDS LYING ON TOP OF EACH OTHER.*

GAMES REVIEW!



RALLYCROSS

.SIMULATOR.

Just Like The Real Thing! Well, the real thing must be crap if Codemasters' dire *Rallycross Simulator* is anything to go by.

I've always fancied myself *(too true - The Team)* as a bit of a driver. Straightening the curves, flattening the hills. Someday the mountain might get me but the law never will.

And so it was with not a little excitement I put *Rallycross* into my own reviewing "pile". What a mistake. Ahead lay a foggy, twisty and decidedly skiddy affair.

Rallycross isn't as much fun as rallying, for one thing. Instead of hairing through Welsh forests scaring the sheep and tearing up the fields, everything takes place on a selection of circuits. It's like a cross between rallying and motor racing, and so far as I can tell, you get the bad bits of each. There's no variety to speak of. Each race is simply a blast around a circuit. And the nature of the circuits means that you can never get up enough speed to make the ride exciting.

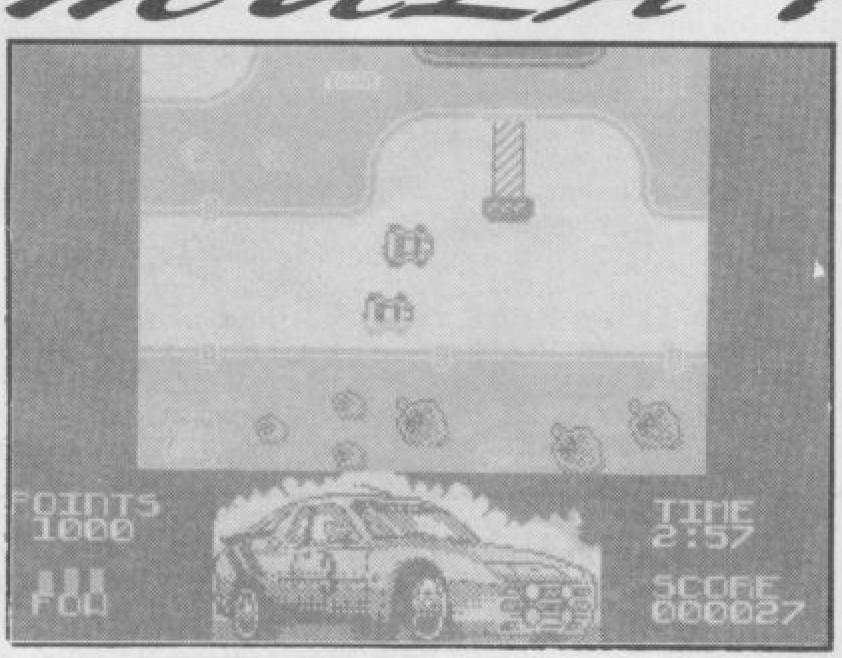
Still, these points are inherent in rallycross and by no means the fault of Codemasters.

It certainly is their fault, however, that the game is unreasonably difficult and rubbish.

Oh, yes. It's fair to say that driving a high-powered car around a circuit in competition is a tricky affair and shouldn't be the sort of thing you can master first time.

Quite right. Rallycross, on the other hand is a Nemesis of impossibility.

On the starting grid, you're hopelessly underequipped and so you have no option but to let your computer controlled opponent power away while you plod towards the pits to trade some points for machinery. A turbo charger will set you back 600 points and a decent set of grippy tyres a further 500. You can trade fuel, water and oil in order to buy more expensive tune-ups, but will you last the distance with depleated supplies?

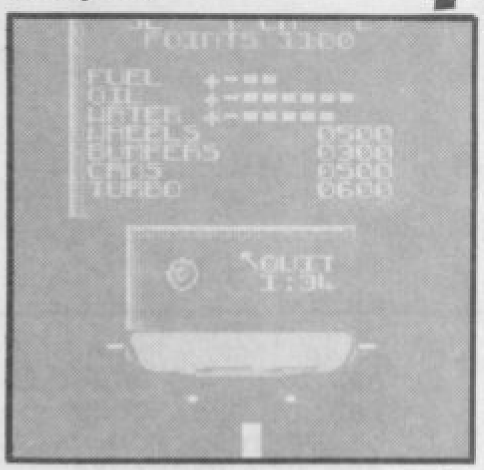


The biggest flaw Rallycross has to overcome is the wonky steering. Instead of a sensible steer right/left, accelerate, decelerate set up, you're crippled by up, down, left and right. Any thoughts of gliding round corners by applying the correct amount of oversteer are sadly unfulfilled.

It seems totally impossible to successfully complete, let alone win a race. There's a timer which counts down from two minutes down to zero, but the Game Over message always pops up long before the time has run out. I'm at a complete loss to understand why, since no indication is given as to what happens at the end of the event.

As you scuttle around the track, with your grippy tyres and souped-up engine, the slightest clipping of the edge of the track with put you into a fatal spin. Each of these (blood boilingly frequent) incidents costs you valuable seconds as you get set back on silly places on the track - usually backwards and left, no matter where this puts you.

So what have we got? Yet another "simulator" for the Codemasters. Doesn't the standard seem to be slipping from the BMX days? Too bloody true.



ARCADE REVIEW

FAX BOX

Label: Codemasters Author: WASP Memory: 48K/128K
Joystick: Various

GRAPHICS	SOUND
50	60
40	50
PLAYABILITY	LAST ABILITY

Dire skiddy driving ef fort. Many, many bet ter elsewhere. Any where.

Reviewer: Jack Daniel

OVERALL 45

10 20 30 40 50 60 70 80 90

28

M.G.T.
MILES GORDON TECHNOLOGY



SAM coupé

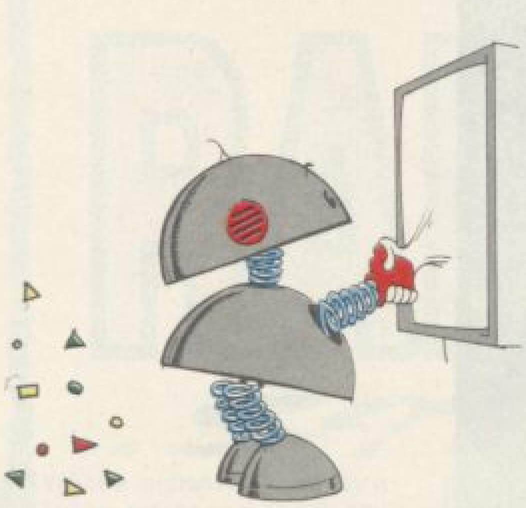


SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

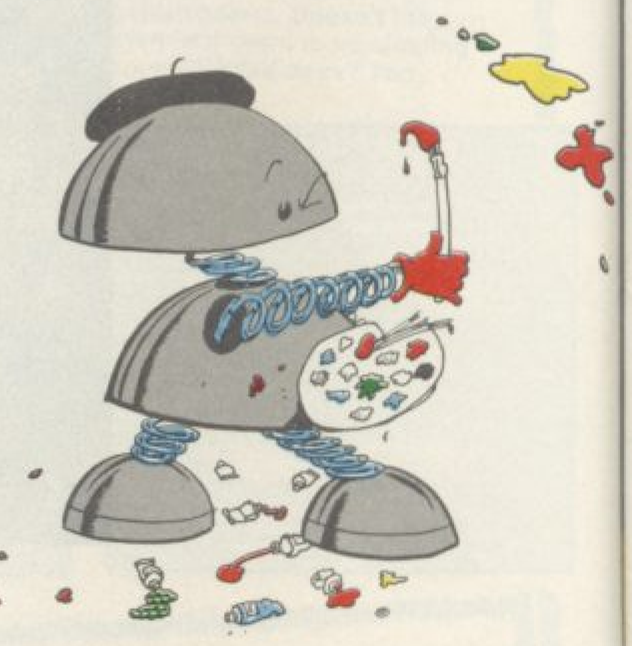
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

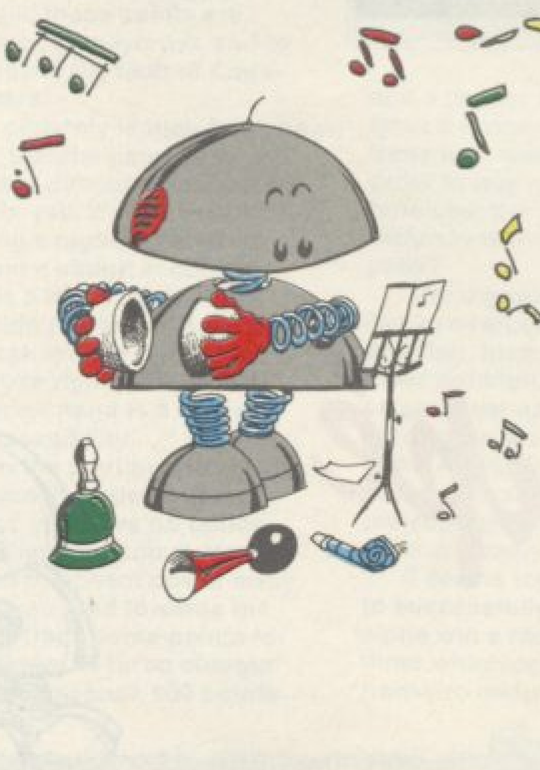
Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.

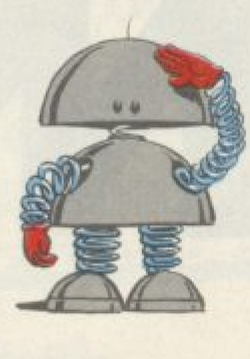




Music

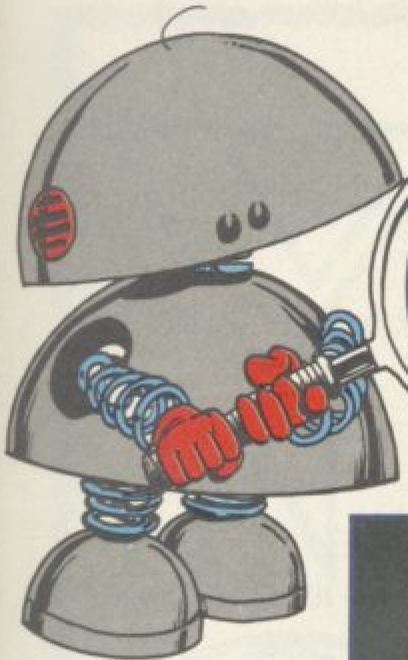
There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.

CLOSE UP coupé



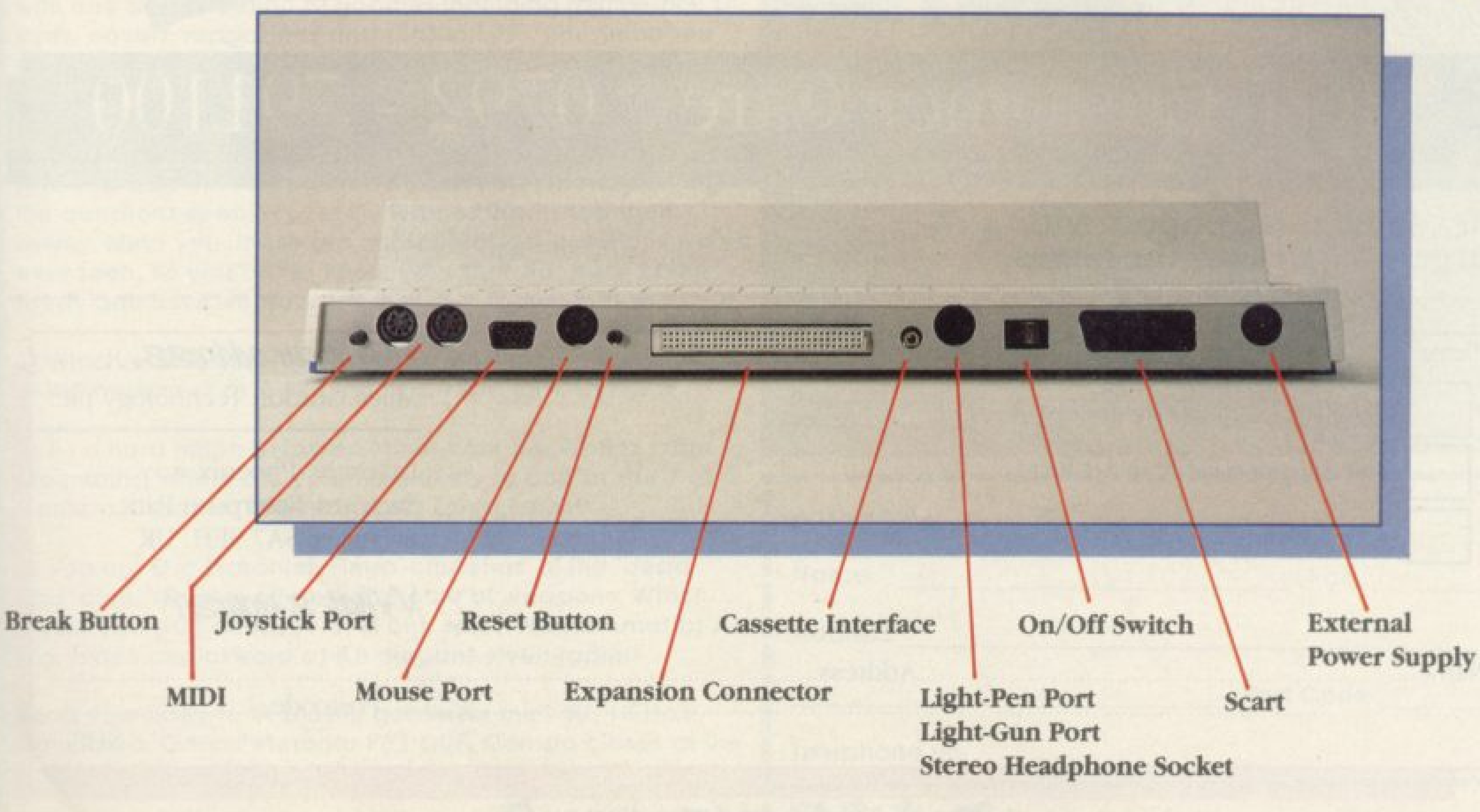


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A SAM Matter of FACT

The Coupé costs £169.95
(including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

Ask MGT's Customer Care people.



The MGT Customer Care Team - and friends.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

- ☐ Details of my nearest stockist
- ☐ The full price list & order form
- ☐ A brochure.

This is our address...

Miles Gordon Technology plc.

Lakeside. Phoenix way
Swansea Enterprise Park
Swansea. SA7 9EH. UK

What's yours?

Name...Address...

....Postcode.................

SU3

WIN AN ARMY OF ORCS



(Well, some board games involving that sort of thing)

For those of you out there who are regular readers of SU's Precinct 19 page (that's all of you isn't it?), we've got a compo this month just for you. Having read the bizzo 19 pages for ages you probably know all the ins and outs of PBM and role playing games and all that mularky so the task we're going to set you should be well easy.



This month, Precinct 19 gives you tons of info about a brill game called Heroquest, and if you enter the fab competition on this very page you could win a copy of the advanced version of this triffic game. If you don't manage to snaffle one of those you still have a chance of running off with one of a selection of goodies including miniatures, T-shirts, novels, magazines and plastic kits - pheryooeeee mega bloomin wonderful prizes or wot?!

Ten copies of Heroquest are up for grabs from those rather generous but loony laddies at Games Workshop. And you can win some of their groovy stuff by answering the questions specially set by Games Workshop themselves. Mind you, these are not the easiest questions we've ever seen, so you better know your stuff. So, pens at the ready and here we go.

1) Which of the following is not a monster from the world of Warhammer? a) A Skaven b) An Orc c) A Cyclops

2) As a hard bitten Dwarven Miner from the Worlds Edge Mountains, where are you more likely to call 'home'? a) Caraz-a-Carak b) Marienburg c) Loren Forest

3) You are Orc Warchief 'Finga-cruncher' of the 'dead 'ard' clan. You are offered a choice of weapons. Which would you NOT choose? a) A big, spiky Warhammer b) A big, black chainsword c) An elegant elven rapier

Send your entry to 'A plastic goblin for me', SU, 14 Holkham Road, Orton Peterboro P62 OUF. Compo closes at the end of February 1990.

Answers A) B) C)

Name ______________________ Age ________

Address ______________________

______________________ Post Code ________

Telephone no ______________

GAMES REVIEW





Six Nil? And Spurs are up against some tough opposition. Ropey graphics and dodgy playability among them.

GAZZA'S SUPER SOCCER

Apart from having the most barf-making title of any of the hundreds of football games on the market, *Gazza's Super Soccer* has just one other problem; it IS one of hundreds of football games on the market. So what does it have which makes it stand out from the crowd?

Well? We're waiting. Oh, well, firstly it's endorsed by Paul Gascoigne, who, as I understand it, has one of the most exciting haircuts in First Division football. Secondly, you get a little sticker with it. Thirdly.. er, that's it.

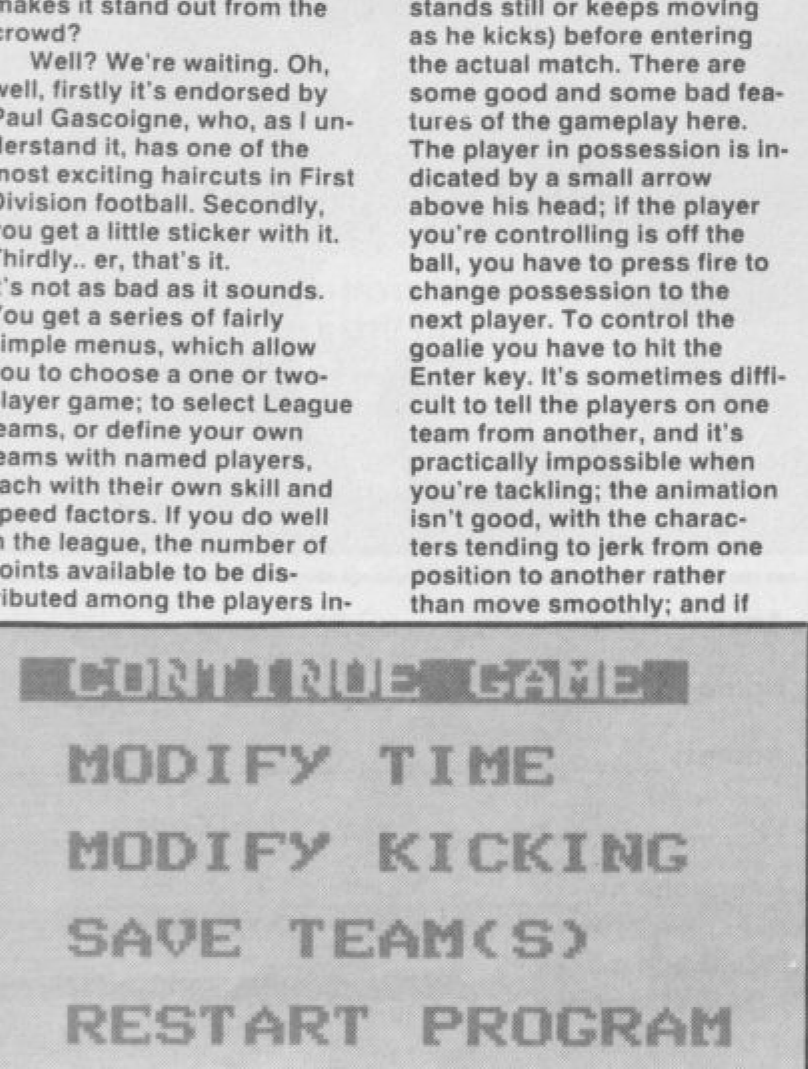
It's not as bad as it sounds. You get a series of fairly simple menus, which allow you to choose a one or two-player game; to select League teams, or define your own teams with named players, each with their own skill and speed factors. If you do well in the league, the number of points available to be distributed among the players increase. Interestingly enough, team data saved from the Spectrum, Amstrad CPC or C64 can be loaded back into any of the machines; I think this feature of GSS is unique.

You can choose the length of each match, and the kicking style (whether the player stands still or keeps moving as he kicks) before entering the actual match. There are some good and some bad features of the gameplay here. The player in possession is indicated by a small arrow above his head; if the player you're controlling is off the ball, you have to press fire to change possession to the next player. To control the goalie you have to hit the Enter key. It's sometimes difficult to tell the players on one team from another, and it's practically impossible when you're tackling; the animation isn't good, with the characters tending to jerk from one position to another rather than move smoothly; and if you're up against a skilled player, you have to be very persistent with the firebutton to get possession of the ball.

The strangest aspect of the arcade element is that the kick-off is seen from a sideways view, but once the ball moves towards the goal, the view changes to front-on. I can see the point of this - it gives you a better view of the goal - but you tend to lose track of what you're doing when the view changes, and I tended to lose possession every time it happened. Sick-making.

Kicking, corners, throw-ins and goal kicks are controlled using the Boot-o-meter at the bottom of the screen; this shows the increasing strength and amount of spin on your shots as you hold down the fire button and twist the joystick. But I must admit, I found it hard to get the results I wanted, though I did manage to get the ball in the back of the net a couple of times.

There must be someone out there who wants another celebrity-endorsed soccer game, but it certainly ain't me. GSS isn't a bad effort, but I'd rather have seen the effort put into something a bit more original. I'd also have been happy to go without the sticker and have the game a quid cheaper.



ARCADE REVIEW

FAX BOX

Label: ***Empire*** *Author:* ***Rogers/Pendle/Nichols*** *Price:* ***£9.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
56	45
59	59
PLAYABILITY	LAST ABILITY

Here we go, here we go, here we go... again. Unexciting soccer sim for fanatics only

OVERALL 57

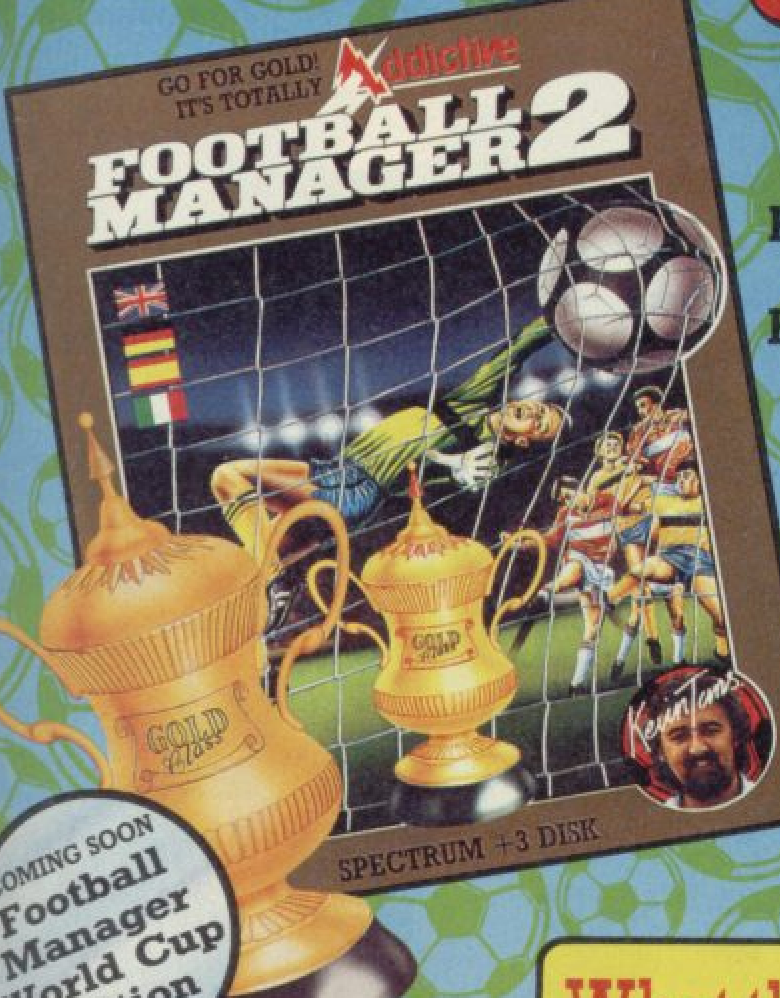
10 20 30 40 50 60 70 80 90

FOOTBALL MANAGER 2

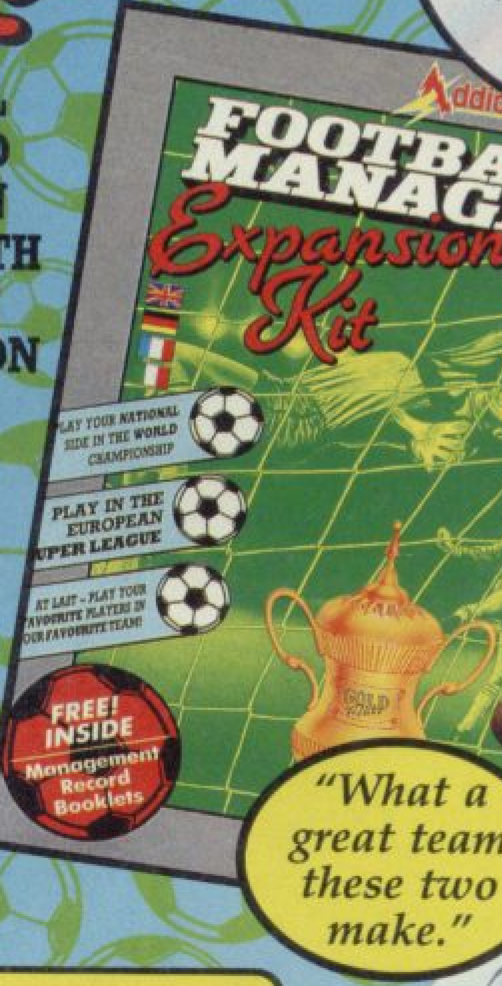
& FM2 Expansion Kit

Britain's favourite football management game! An all time bestseller featuring animated match highlights, transfer markets, four leagues, two cups, financial records, player injuries, man to man marking, choice of playing styles, full result tables, sponsorship and more ...
Often imitated, never equalled.

This special customiser will make your favourite football management game even more manageable, allowing you to change team and player names, finances, points, starting division, strip colours (except PC); using the Expansion Kit, you can even play in special World and European leagues.



SPECIAL LIMITED EDITION PACK WITH FREE EXPANSION KIT.



COMING SOON
Football Manager World Cup Edition



"What a great team these two make."

Kevin Toms

What the press said ...

"Addictiveness ... Do I have to give it back?" AMSTRAD CPC COMPUTING.
"It's superb." ST USER.
"The role of manager is highly involving, a feeling enhanced by watching the match sequences." AMIGA USER INTERNATIONAL.
"Spectacular graphics and tactics, it offers unlimited action and even more fun and excitement." POPULAR COMPUTING WEEKLY.
"Addictive? You betcha." YOUR SINCLAIR.
"Real football fans everywhere will love it. A leader in its field." CRASH.

"Football fans will be instantly hooked." ZZAP 64.
"If you liked the original buy this, if you like a challenge ... or are football crazy, buy this, its well written, well presented and (ahem) well wicked." AMSTRAD USER.
"This game has everything... what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest." SINCLAIR USER.

	Usual R.R.P. of FM2 and Expansion Kit	Special Limited Edition Pack R.R.P.
SPECTRUM 48/128K	~~£17.98~~	£9.99
AMSTRAD Cassette	~~£17.98~~	£9.99
AMSTRAD Disk	~~£27.98~~	£14.99
CBM 64/128 Cassette	~~£17.98~~	£9.99
CBM 64/128 Disk	~~£27.98~~	£14.99
AMIGA	~~£32.98~~	£19.99
ATARI ST	~~£32.98~~	£19.99
IBM P.C.	~~£32.98~~	£19.99

Addictive
LIVE THAT DREAM

Prism Leisure Corporation Plc, Unit 1, Baird Road, Enfield, Middlesex, EN1 1SJ.

win:

A St Sys

A Philips F260CD Midi System up for grabs thanks to US Gold

Oh no she's back again, that mad PR woman from US Gold. She goes by the name of Danielle, and every now and again she comes crashing through the door of the Sinclair User office with a bag full of prizes slung over her shoulder and a head full of 'smashing' ideas for competitions to run in the magazine.

Here are a few of her 'rather original ideas for compos. " Yeah, look I know why don't we see how many US Gold +3 disks an SU reader can fit in his mouth in 2 minutes without being sick...good eh?" Er, no Danielle, not really.

"Ok then, how's about this? We get twenty readers in the office and let them duff up the reviewer of their choice." Ummm, don't think so Danielle.

"What about this then? To celebrate the launch of Black Tiger, US Gold gives one lucky reader a super stacking hi-fi with a CD player. And for 20 runners-up we'll give away a game". Now, that's more like it Danielle, pheww, what a nutter.

So that's what we've got lads and lasses, and all you have to do to blag a prize is complete our peasie crossword.



SO WHAT'S ON OFFER THEN?

1st Prize - Philips F260CD Midi Hi-Fi System with CD 20 Runners up - A copy of Black Tiger

WHAT YOU HAVE TO DO

Couldn't be easier really. Take a gander at the crossword on these pages and try to fill in the gaps. Remember, all the clues are related to the Black Tiger, game, so it shouldn't be that difficult to suss out.

Wacky
acky
stem

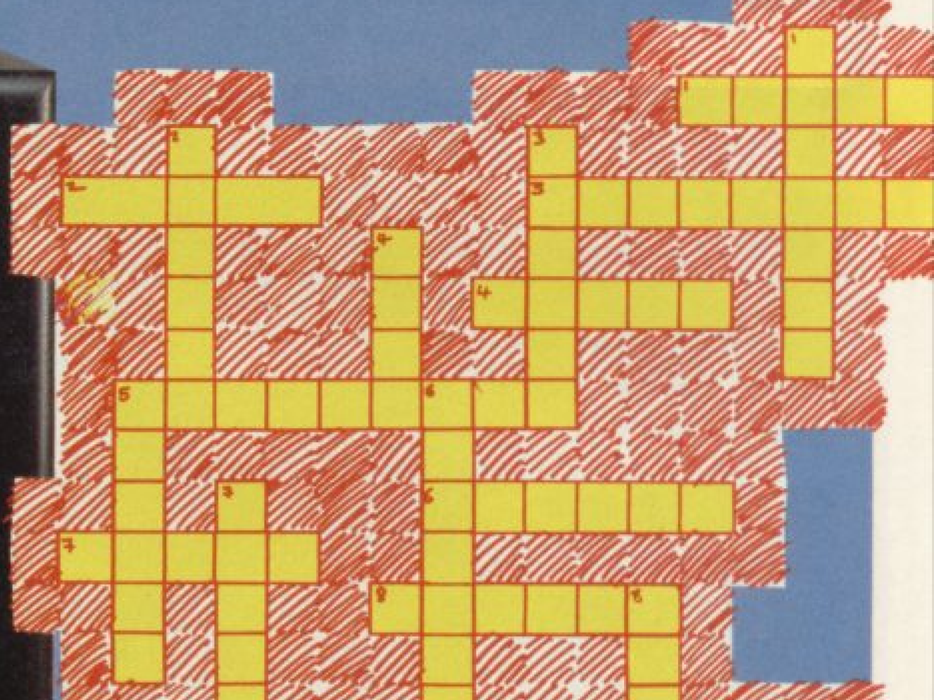


ACROSS

1 Surname of SU cover illustrator
2 Colour of Tiger in the game
3 You'll get extra amounts of this if you drink the potion
4 Collect these to buy weapons with
5 In SU Jan '90, was Black Tiger Reviewed or Pre-viewed?
6 You'll need this to protect your bod
7 Not a Leopard, not a Puma
8 Drink potion out of this
9 A Tiger is this type of animal
10 SU 's favourite girlie
11 What colour are Tiger's stripes
12 (and 10 down) Replacement for El Presidente

DOWN

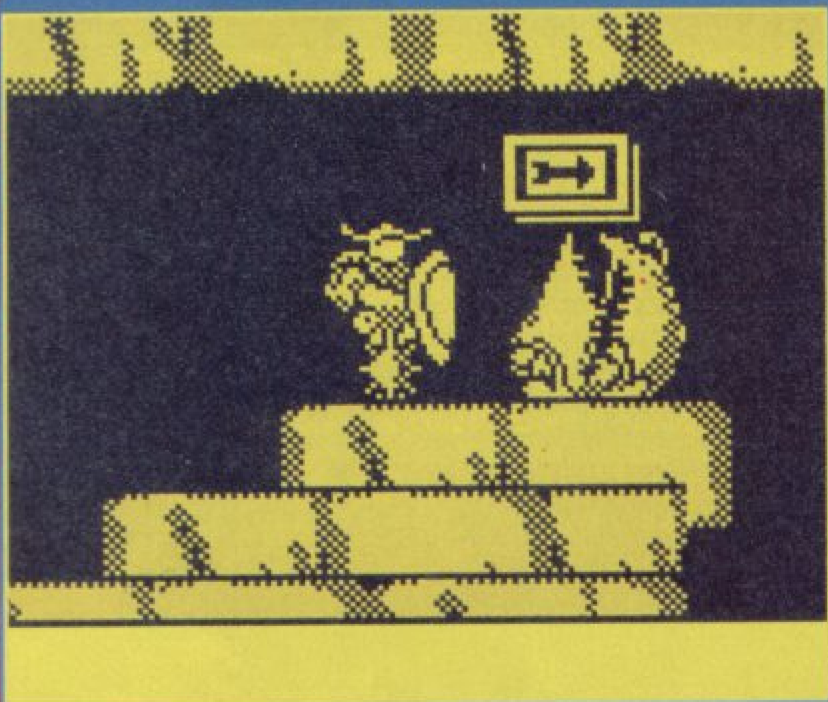
1 Big lizardy creatures you have to fight
2 One of the weapons you can buy
3 Suppliers of bizzo games
4 Another weapon, which sounds like race
5 Drink this for extra strength
6 Use these to bash up the baddies
7 Which issue is Black Tiger Reviewed in
8 SU's verdict on Black Tiger
9 Word to describe a manky cat
10 (See 12 across)

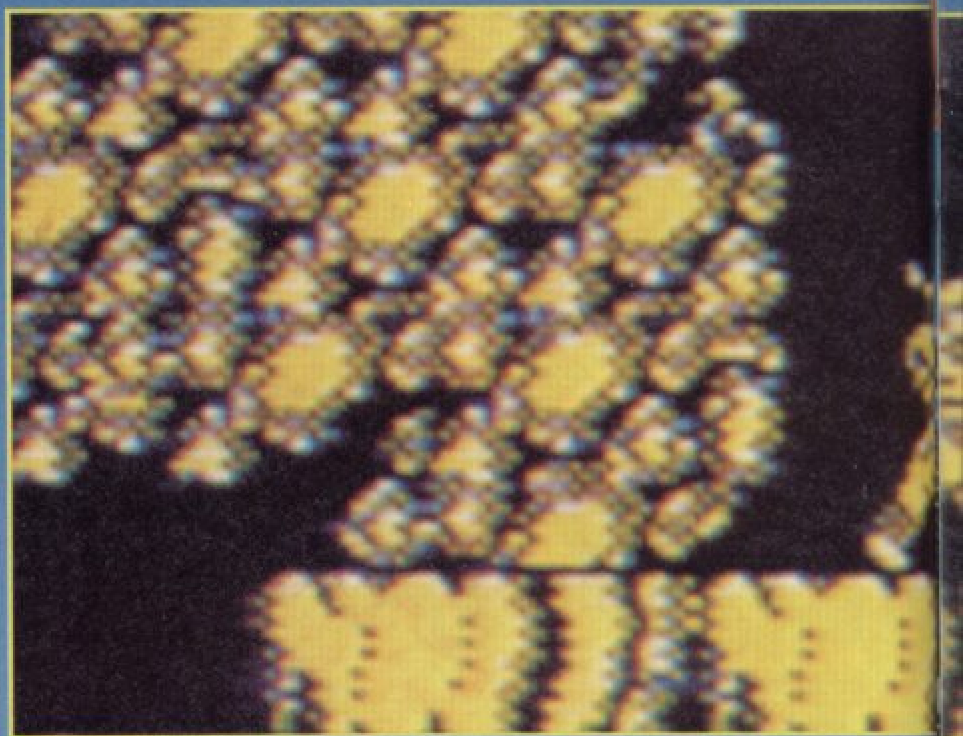


When you've completed the crossword send it to 'BlackTiger Roooowl Roooowl', Sinclair User, 14 Holkham Road, Orton, Peterboro PE62 OUF. Compo entries must be in by 28 February, 1990.

GAMES REVIEW!

BLACK





Maces Away! I get some weaponry to juggle in this job, I can tell you. Laser pistols, swords, hand grenades, machine guns and axes. This time, it's the delicate charms of the mace that I've had to master.

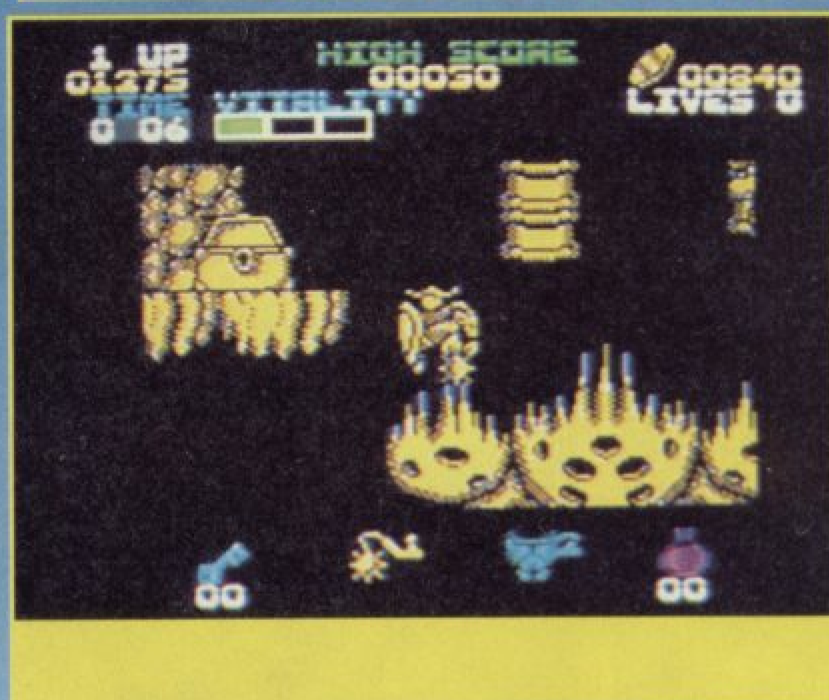
Playing *Black Tiger* isn't something to be taken lightly. No flimsy lightweight hack and slash this. No. Black Tiger is the double-headed broadaxe of fantasy fighting games.

Your quest is simple. Find and kill three dragons which are hiding at different ends of a dangerous, mythical world.

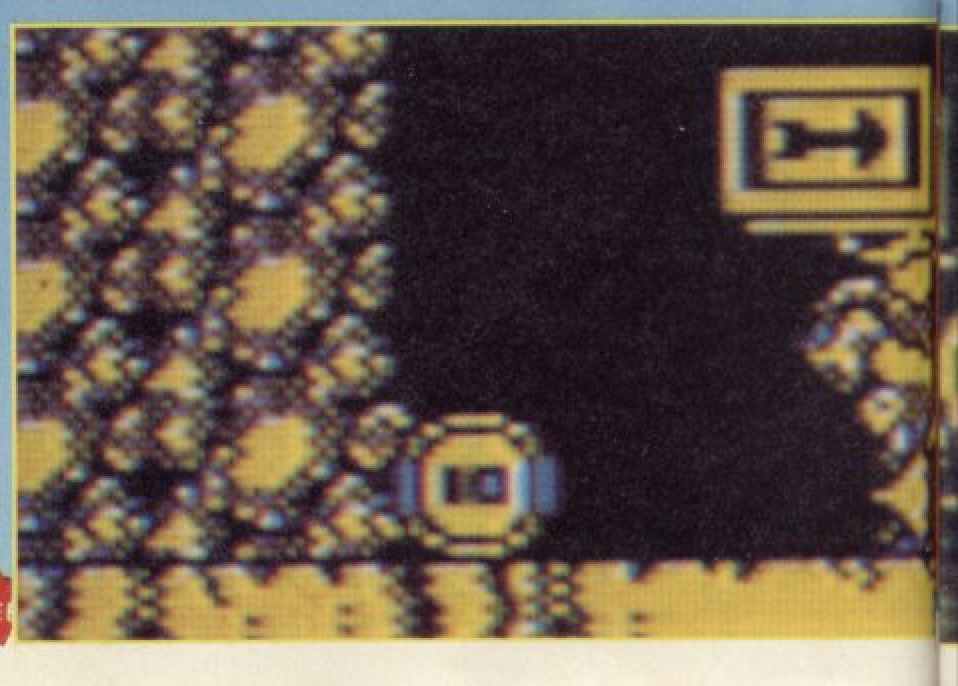
Even from the very start, you're tooled up with some heavy kit. You've got a huge mace and a fistful of daggers. This should give you a clue of what's to come. Sure enough, you've only walked about ten paces what a wopping great man-eating vegetable (Sounds like my Mum - Wayne) leaps up and, well, swallows you. Eurgh.

It quickly becomes apparent that your environment is as hostile as the dragons' guardians. As well as the huge plants, there are horrible surprises lurking at the top of some ladders, and ultra-poisonous spikey mushrooms lurking underneath wide jumps.

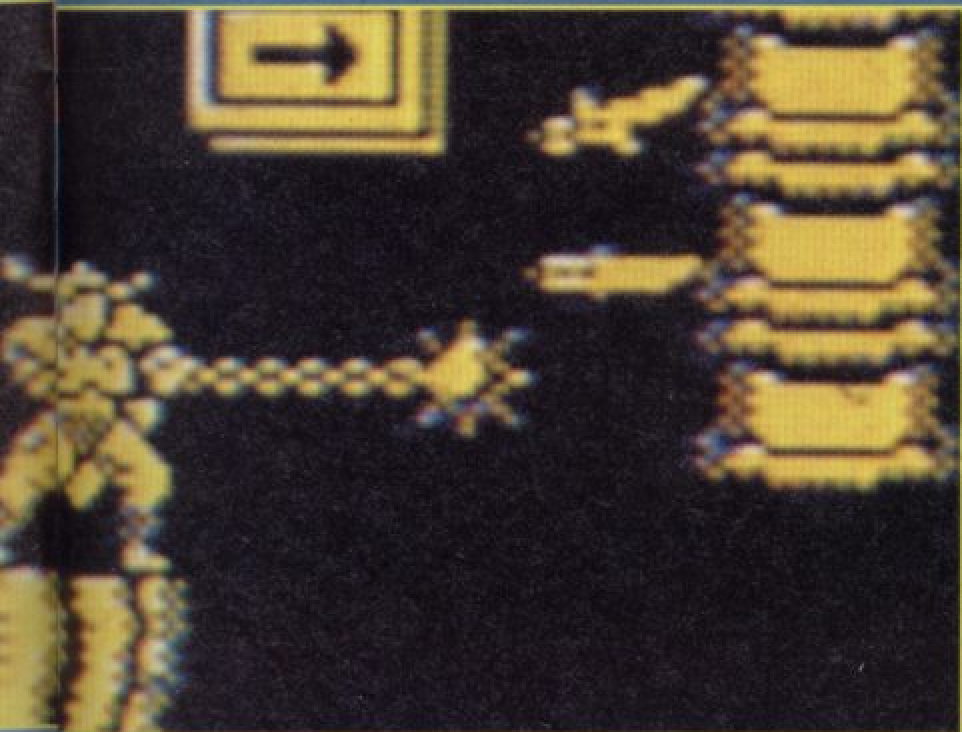
There's no option but to attack from the word "go". Once you've discovered and memorized the walking patterns of the bad guys, you can then work out the best po-

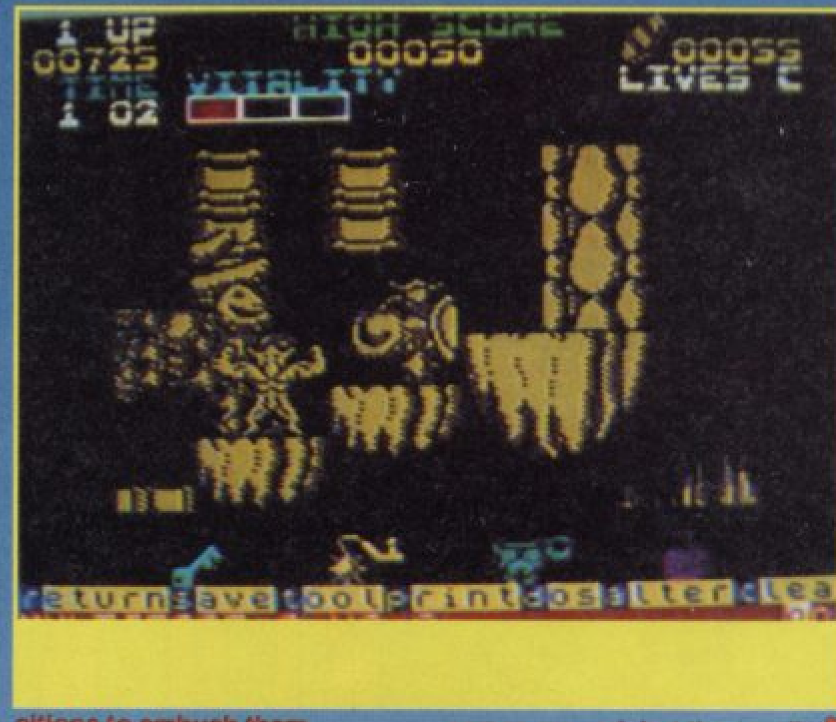






TIGER







sitions to ambush them. When one comes along, you can drop off a ladder and bring the mace crashing down on their heads, followed up with a volley of flying daggers.

Your level of equipment (fnar quack) can be increased once you've collected enough money. Nice to see that the free market economy still operates even in fantasyland. Fortunately, money can be found simply lying around on the floor. It's everywhere in fact. On the floor, in pots, in chests. And you need every last penny to tool yourself up for the battles to come.

Graphically, *Black Tiger* is about as good as they come. Its true that there have been a lot of side-on monochrome games around, but the scrolling screens and the platforms that hang in mid-air have the same sort of appeal as Myth with their feeling of scale.

The gameplay is spot on. It's tough, but addictive enough to keep you coming back for more.

B.T. makes an extremely welcome break from the plethora of space exploration games around at the moment. If you fancy a bit of extremely violent fun, get your cash ready now.



ARCADE REVIEW

FAX BOX

Label: *US Gold* ***Author:*** *Tiertex* ***Price:*** *£8.95* ***Joystick:*** *various*

GRAPHICS	SOUND
85	65
87	85
PLAYABILITY	LAST ABILITY

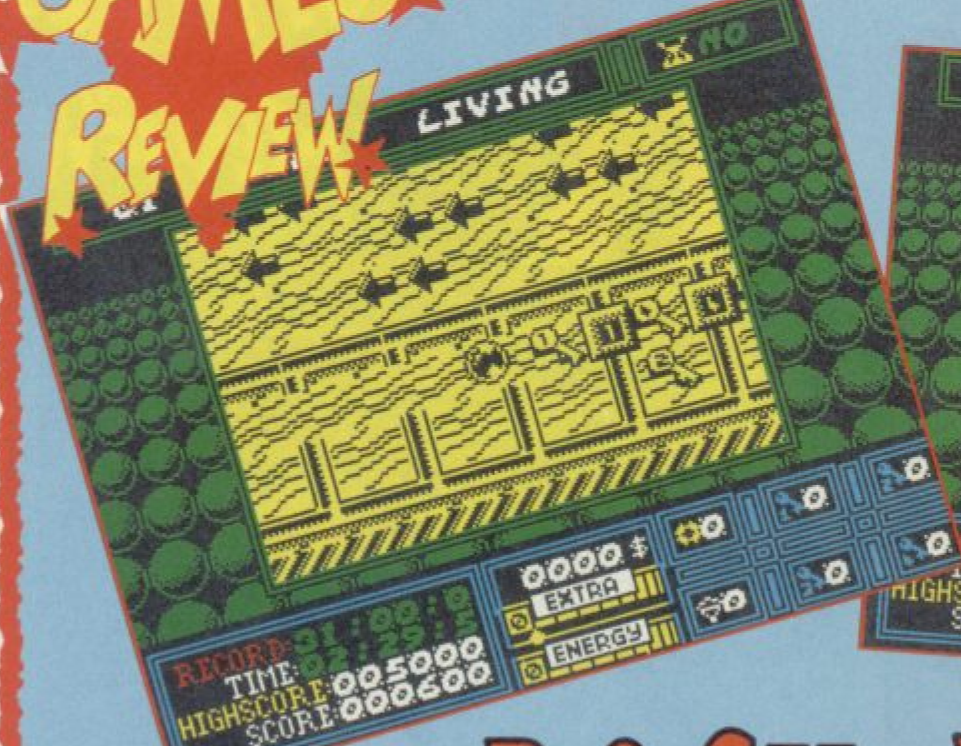
Mythical mini-war with some very tough meanies

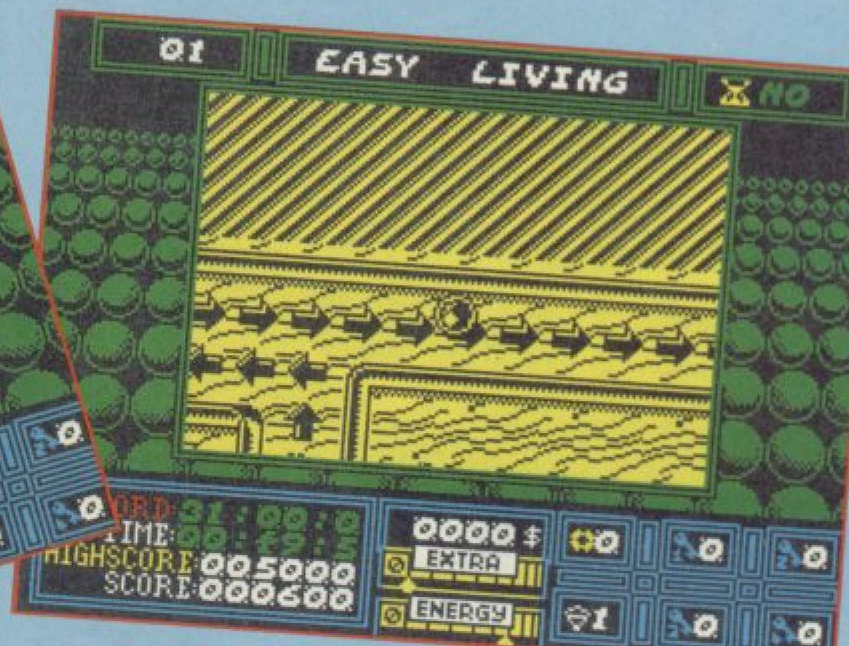
Reviewer

OVERALL **85**

10 20 30 40 50 60 70 80 90



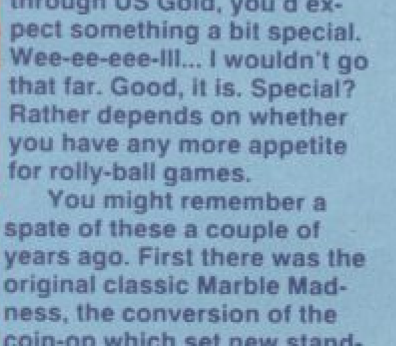




ROCK AND ROLL!

Rock'n'r-ooo-ooo-ll - HUH! *Rock'n'roll!* Gary Glitter's camp classic turned into a computer game? No such luck, matey. Rock'n'Roll is Rainbow Arts' latest offering, and now that they're out on their own rather than going through US Gold, you'd expect something a bit special. Wee-ee-eee-lll... I wouldn't go that far. Good, it is. Special? Rather depends on whether you have any more appetite for rolly-ball games.

You might remember a spate of these a couple of years ago. First there was the original classic Marble Madness, the conversion of the coin-op which set new standards for sound and animation. The main attraction was the way the ball interacted with the 3-D landscape. Then there was Spindizzy, where

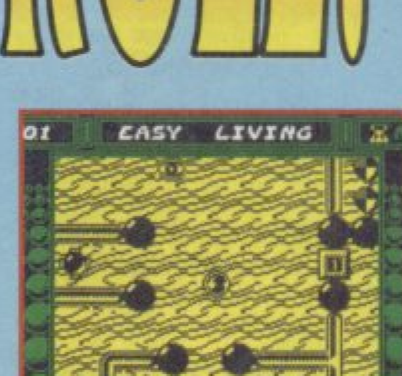


the part of the ball was played by a top; then Bobby Bearing, where it was played by a ball bearing. And there were several budget imitations. So what does Rock'n'Roll add to the games on that list? Not much - actually it's a bit of a step backwards 'cos it's in 2D.

The central playing area (which is pretty small and monochromatic) scrolls around to show you a series of mazes in a top-down view; a sort of Marble Gauntlet. Through the mazes you steer your animated marble, which is subject to quite convincing inertia effects and which spins nicely. Mind you, it doesn't have the skateboard, sports cap, ghetto-blaster, sunglasses and chewing-gum I was expecting from the title screen.

At the bottom of the screen you'll see the inevitable timer, score count, energy level, and the number of objects collected. These objects such as eyes, keys, shields, energy tokens and diamonds lie around the maze; the most important objects are the keys, without which you can't get through the barriers which block your way to the higher levels (which load sequentially from tape or disc). Each barrier is marked with a number - the higher the number, the more keys you'll need to open the door. At one stage on Level One you find a whole series of keys and doors, and the trick, I suppose, is to know at what stage to stop and turn around. There are also flickering energy barriers and creaking crushers through which you have to dash with exact timing, and black holes which you must avoid at all costs. If you take the plunge into a black hole, you have the option to restart from the same point or go back to the start of the level.

If you seem to have picked up all the objects in one area, and can't find any way out to another, you have to look for a spherical transporter pad. Transporters zap you from one zone to another; sometimes you have to jump through one, collect a key, then jump back again to open a door. Of course, you can't just wander around as you please; one-way arrows prevent you from taking the easy routes around the mazes, and



slippy slidey bits make you go out of control, just as you come up to a black ho-ho-hole!

Rock'n'Roll has some good points, but it's not exactly over powering in its originality.

ARCADE REVIEW

FAX BOX

Label: Rainbow Arts Author: Imagitec Design Price: £8.95 Memory: 48K/128K Joystick: various

GRAPHICS	SOUND
65	59
68	68
PLAYABILITY	LAST ABILITY

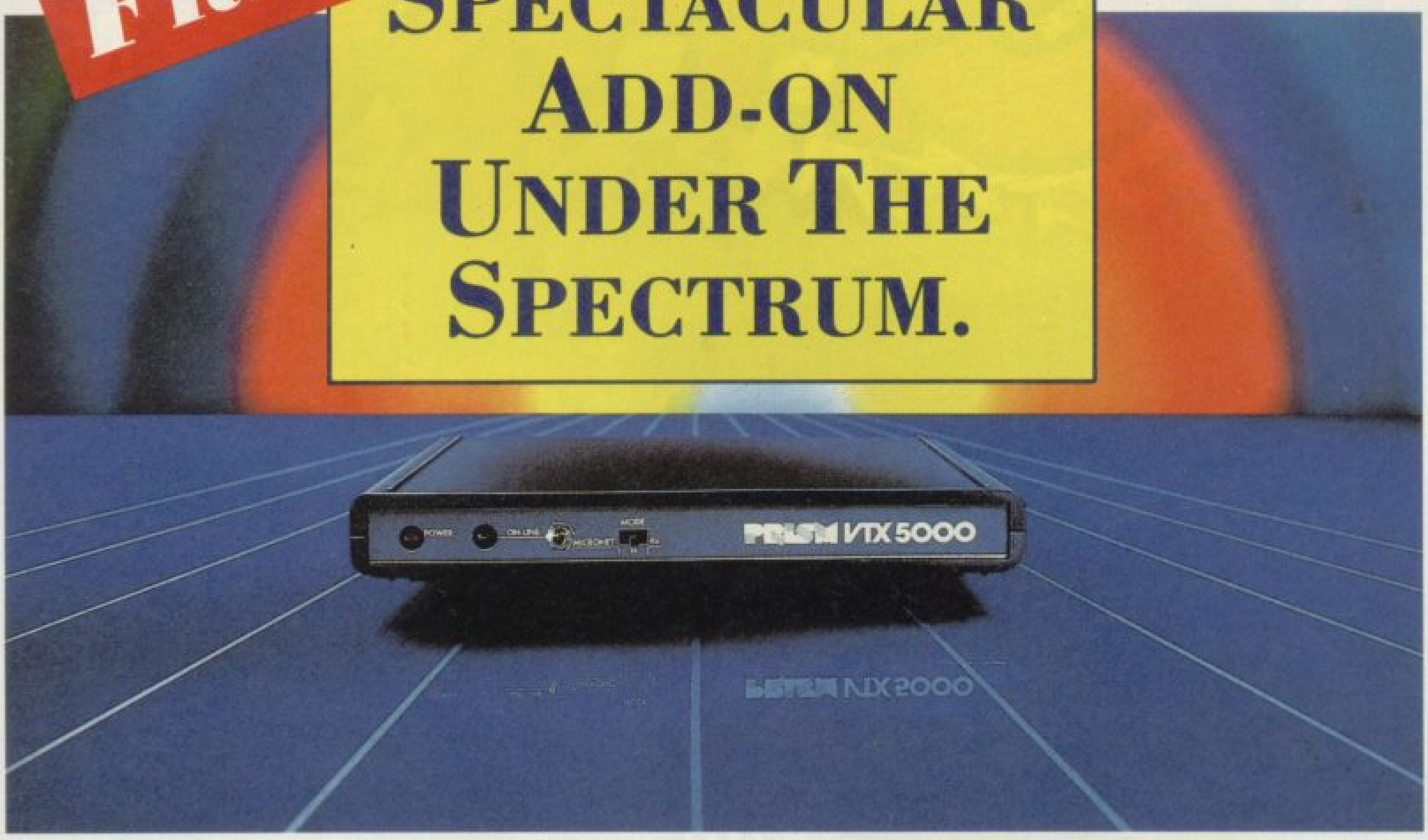
Not a complete balls-up; plenty of Roll, just not quite enough Rock.

Reviewer

OVERALL 62

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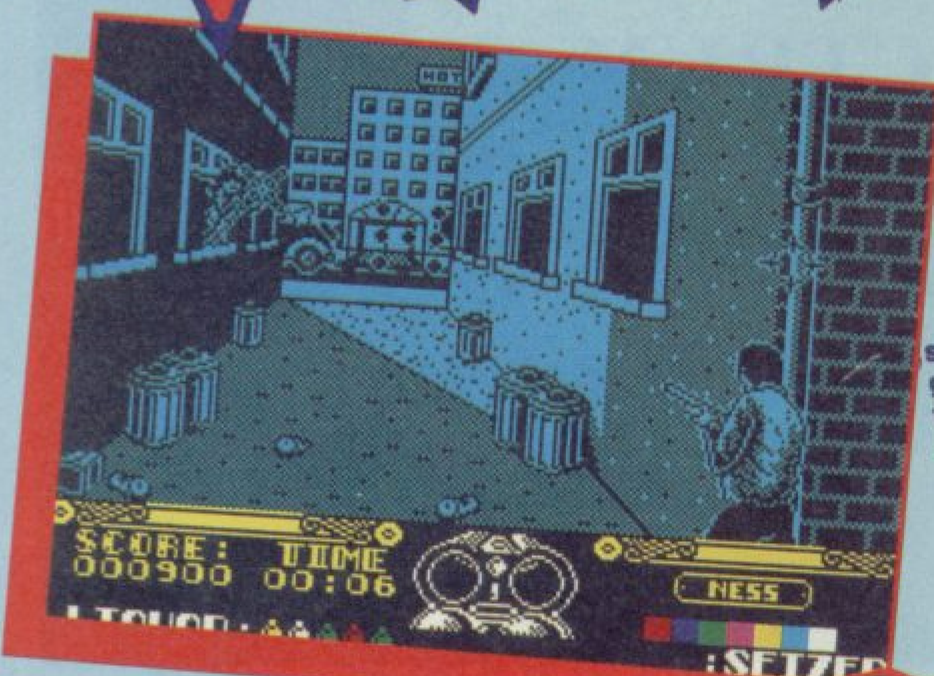
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SU CHARTS



FULL PRICE CHARTS COMMENT

More new games than you can shake a tree at, let alone a stick, by golly. Eight new gameys this month, coo when will it end... gawd knows. Apart from that excitement it's the same old stuff as last month at the top of the chart - yawny or wot?



BUDGET 10

1	(10)	PAPERBOY Hardly the best budget game around	ENCORE	£2.99
2	(NEW)	RAMPAGE Monster mashing madness	HIT SQUAD	£2.99
3	(NEW)	SHORT CIRCUIT The budget re-release of the game of the film	HIT SQUAD	£2.99
4	(1)	CRAZY CARS Doing better than its full-price counterpart	HIT SQUAD	£2.99
5	(7)	NIGEL MANSELL'S GRAND PRIX Coming up on the inside	ALTERNATIVE	£2.99
6	(4)	BATMAN 3D Heralding the end of Batmania?	HIT SQUAD	£2.99
7	(NEW)	GHOSTS AND GOBLINS Racing after the success of the Sega Coin-op	ENCORE	£2.99
8	(8)	TOP GUN Oh, look it hasn't moved for a whole month	HIT SQUAD	£2.99
9	(6)	ENDURO RACER Not quite as Enduroing as you thought	HIT SQUAD	£2.99
10	(5)	TREASURE ISLAND DIZZY Off to make way for Dizzy 3, perhaps	CODEMASTERS	£2.99



BUDGET CHARTS

Three new lovlies hit the Budget Chart in the shape of Rampage, Short Circuit and Ghosts and Goblins, so that's good fun. But you certainly have surprised us putting Paperboy in the No.1 position, but who are we to argue.

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SIMULATION

1	EMLYN HUGHES SOCCER	A GENIC
2	K. DALGLISH SOCCER	COGNITO
3	TREBLE CHAMPIONS	CHALLENGE
4	GUNSHIP	MICROPROSE
5	FOOTBALL MANAGER 2	ADDICTIVE

ARCADE

1	BATMAN - THE MOVIE	OCEAN
2	ROBOCOP	OCEAN
3	SHINOBI	VIRGIN
4	CRAZY CARS 2	TITUS
5	INDIANA JONES	US GOLD





FULL PRICE 20

1	(1)	BATMAN - THE MOVIE Hanging on by its batarang	OCEAN £9.99
2	(2)	ROBOCOP You can't keep a good loony down	OCEAN £6.95
3	(NEW)	UNTOUCHABLES Nothing can touch this as it crashes in at No.3	OCEAN £9.99
4	(NEW)	POWER DRIFT Hardly drifting in, this one	ACTIVISION £9.99
5	(NEW)	CABAL Ocean's lovely fighty fighty jobby	OCEAN £8.99
6	(3)	SHINOBI Ooops, slipping a wee bit this month	VIRGIN £9.99
7	(NEW)	HARD DRIVIN' Neeeeeooooow, that's HD zooming in	DOMARK £9.99
8	(NEW)	OPERATION THUNDERBOLT Acka, acka, shoot everything game	OCEAN £9.97
9	(NEW)	CONTINENTAL CIRCUS One of the better 3D race games of this year	VIRGIN £9.99
10	(8)	STRIDER Runny jumpy acrobatics meets hand to hand combat	US GOLD £9.99
11	(RE)	BARBARIAN Here he is, he's back again	PALACE £9.99
12	(NEW)	STUNT CAR RACER Brilliant car action - buy it	MICROSTYLE £9.99
13	(RE)	DALEY THOMSONS DECATHLON Back in amazingly - he must've fixed his pole	OCEAN £9.95
14	(9)	ALTERED BEAST Full colour action beat-em up sliding down	ACTIVISION £9.99
15	(6)	EMLYN HUGHES SOCCER Eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee	AUDIOGENIC £9.99
16	(NEW)	FIGHTING SOCCER Absolutely terrible footy game	ACTIVISION £9.95
17	(10)	KENNY DALGLISH SOCCER Not quite so terrible footy game	COGNITO £9.95
18	(4)	CRAZY CARS 2 Oh dear, plummeting like a mad thing	TITUS £8.95
19	(5)	INDIANA JONES - LAST CRUSADE But not as much as this	US GOLD £8.99
20	(7)	NEW ZEALAND STORY Cuddly kiwis fall off the chart - splat	OCEAN £8.99





VOT

FOR YOUR 8

As we bid a "fond" farewell to 1989, and indeed, the decade they call "the Eighties", we felt it was appropriate to offer you the chance to nominate your personal best, worst and most memorable software events of the year.

Simply fill in the spaces on this entry form, and send them off to: "...and that concludes the voting" Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 OUF

We'll sit down and total them all up and work out the grand total. The first five entry forms to be drawn out of the dustbin which conclude with the winners (of the major categories) will win a fantastic mystery prize. So what are you waiting for? Get out those SU back issues, or look through your software drawer and get voting!

1) Best Arcade-style game (not necessarily a licence)

____

2) Best Simulation (sports, battle, flight etc)

____

3) Best Coin-op conversion

____

4) Best Movie conversion

____

5) Best Graphics

____

6) Best Sound

____

7) Best Original Game

____

8) Programmer of the Year

____

9) Best Advert

____

10) Best Software House

____

11) Most Disappointing Licence

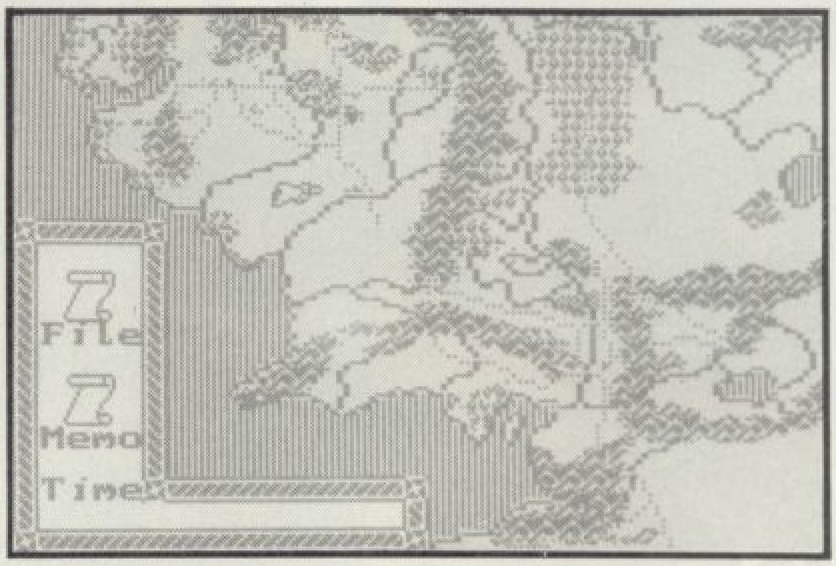
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12) Rip-off of the Year

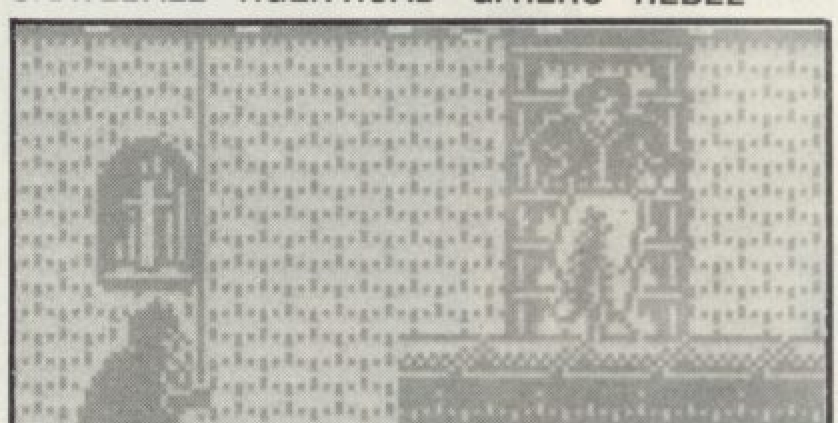
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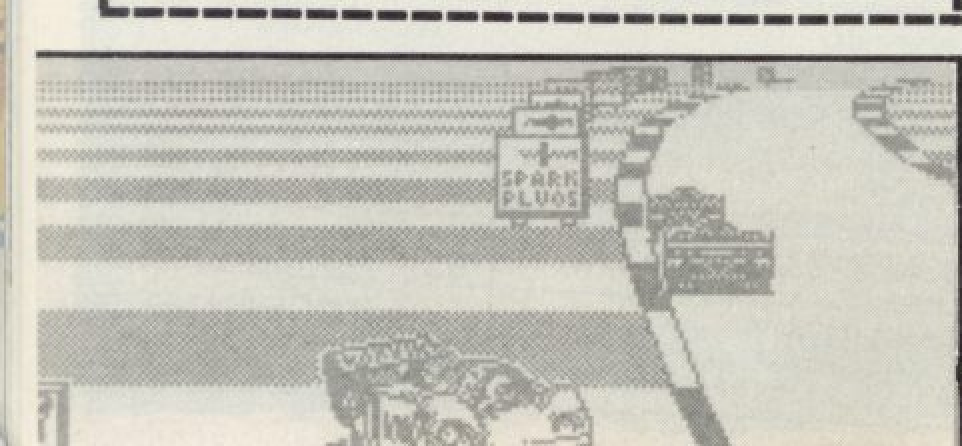
13) Hardest game of the Year

____



Just some games to have in mind while you vote: *XENON* * RAID ON HORMUZ * *LED STORM* * BLACK BEARD * *THE MUNSTERS* * SDI * *AQUA SQUAD* * SKATEBALL * *TIGER ROAD* * GI HERO * *REBEL* *





E!

9 FAVES!

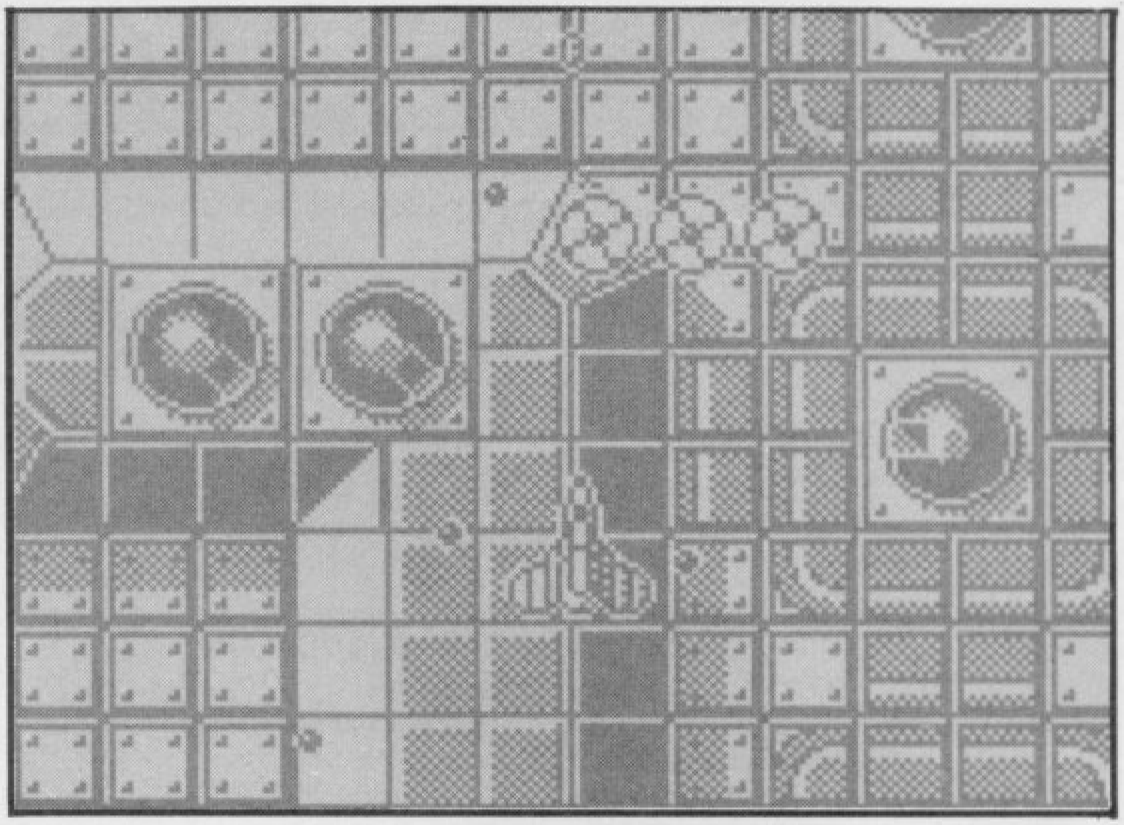
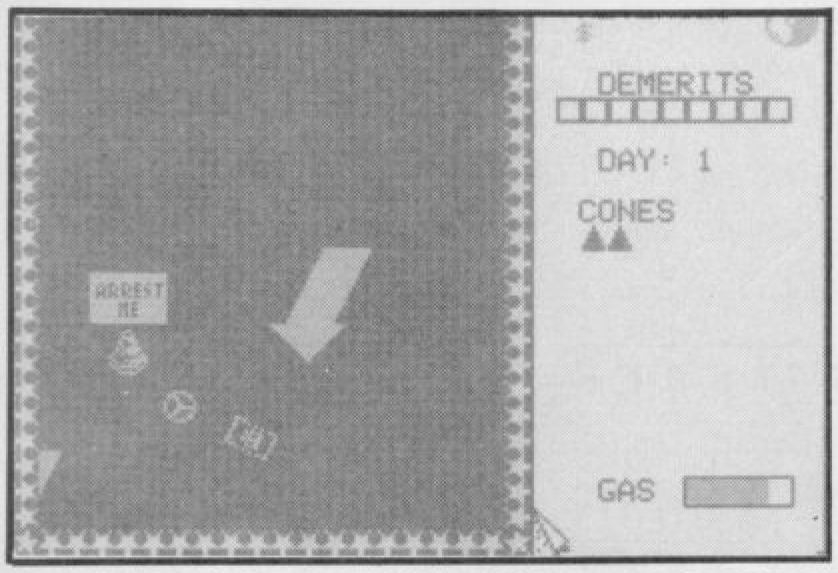
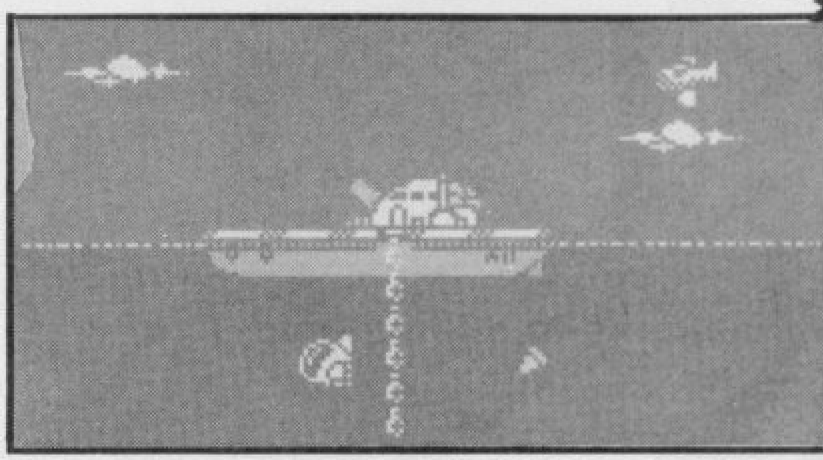
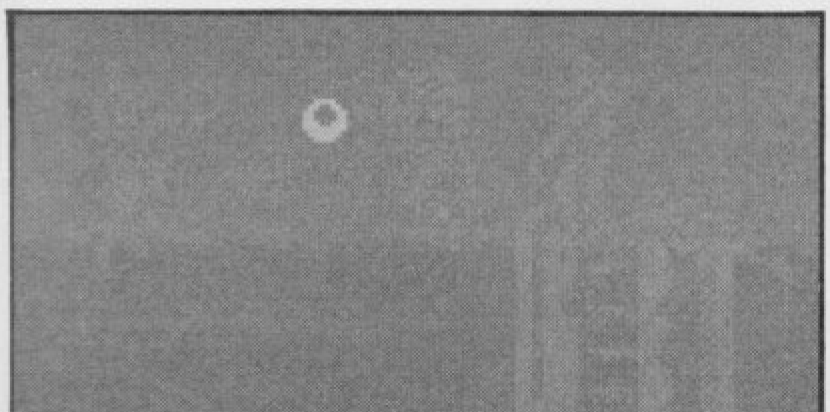


IMAGE * OBLITERATOR * *INTERNATIONAL SPEED- WAY* * WEC LE MANS * *HUMAN KILLING MACHINE* * DIZZY * *4x4 RACING* * JOCKEY WILSON'S DARTS * *RUNNING MAN* * DNA WARRIOR * *STREET GANG SOCCER* * TITANIC * *WANDERER* * CHICAGO 30'S * *ROCK STAR ATE MY HAMSTER* * RUN THE GAUNTLET * *FORGOTTEN WORLDS* * BUTCHER HILL * *SANXION* * PLASMA BALL * *HEARTBROKEN* * VIGILANTE * *RENEGADE III* * TANK ATTACK * *CARRIER*





DEATH STALKER * *HEROES OF THE LANCE* * WAR IN MIDDLE EARTH * *INTERNATIONAL SOCCER* * MOTOR MASSACRE * *FIRE AND FORGET* * DYNAMIC DUO * *VICTORY ROAD* * TOMCAT * *SPITTING*



COMMAND * RED HEAT * *ZYBEX* * MOTO CROSS SIMULATOR * *PARANOIA COMPLEX* * SILKWORM * *TIMESCANNER* * CRAZY CARS 2 * *RICK DANGEROOUS* * XYBOTS * *DOMINATOR* * LONE WOLF * *INDIANA JONES* * SHINOBI * *DYNAMITE DUX* * MR HELI * *STRIDER* * CABAL * *BATMAN* * IRONLORD * *DRAGON SPIRIT* * APB * *MAZE MANIA* *



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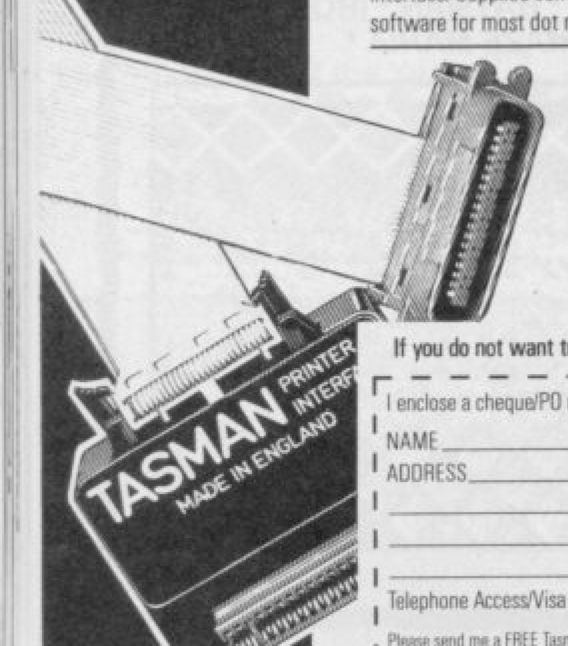






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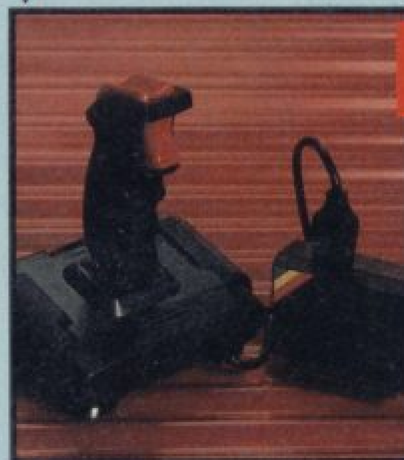
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Games ace



- Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
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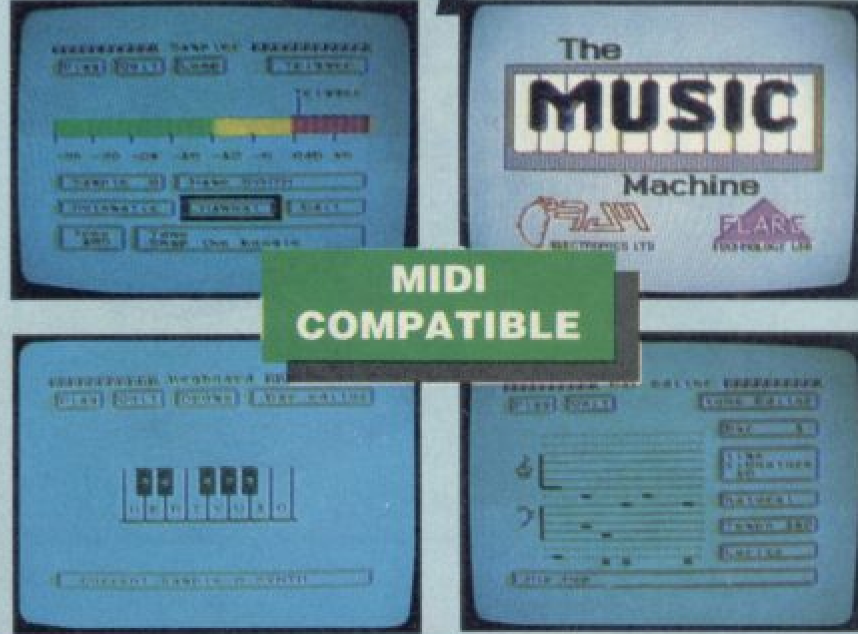
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THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create very interesting effects.
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- The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- It's a two voice music/sound synth.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
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- On screen Sound Editor can produce MIDI data from your own compositions.
- No other product can offer so much in one unit - it's the total solution!!

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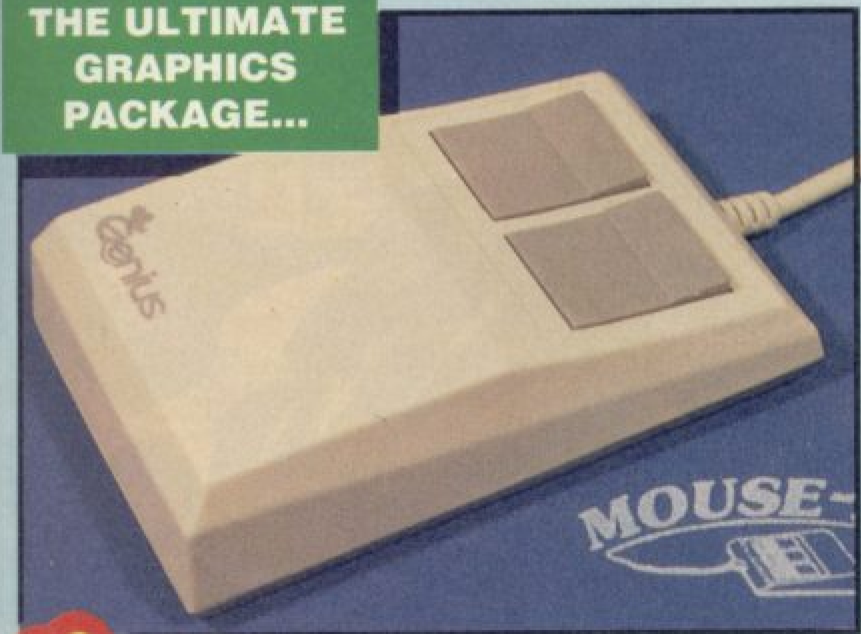
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SPECIAL OFFER PACK!





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TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.



PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.



FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

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WITH CUSTOM MOUSE IC

NEW

- The Genius Mouse/Joystick Interafce features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.
- By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.
- No other system can offer this power at this incredible price!!



WHAT THE MAGAZINES HAD TO SAY...

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WIN 5FERRARIS

And 5 copies of Test Drivell

This is it. This is the one. Some magazine competitions give away software (this costs them virtually nothing). Some competitions give away T shirts. So what? I've just stitched up out negotiated Accolade into giving away five gobsmacking, brand spanking new, unregistered F40 Ferraris. Well, it's what I do best 'innit? By the way, my name's Barry and I'm an independent trader.

You see, Jim asked me if I could sort out a few competitions for him whilst he scooted off over Christmas and opened a few pressies. Well, since I started Clive, my trainee, I've had a bit of time to spare so I said I'd do it, as long as I got a bit of free advertising for some of my products.

Victor Kiam has been doing fairly well with his electric nasal hair remover and his jumper fluff remover. "Makes them look brand new" the advert says. So I've come up with one of my o wn ideas for making a few bob by regenerating old clothes. It's a special detergent for cleaning your underpants to make them come up all gleamy . I'm going to call it Guss-O-Gleam. It should go a bomb. People up and down the country will be straining to buy the stuff so that they'll always be safe in the knowledge that they have a glittering gusset.

So anyway, I'll keep up my end of the deal if you can help me out by suggesting a new product. Tell us what it does and don't forget to give it a name that will sell it to the ever so wonderful public. Don't let me down now, otherwise I'll send Clive round and he'll see to you (assuming he can remember what I've told him to do for more than twenty minutes).

Send your marketing masterpieces to:

The Name of my product is.

....

And this is what it does

. ...

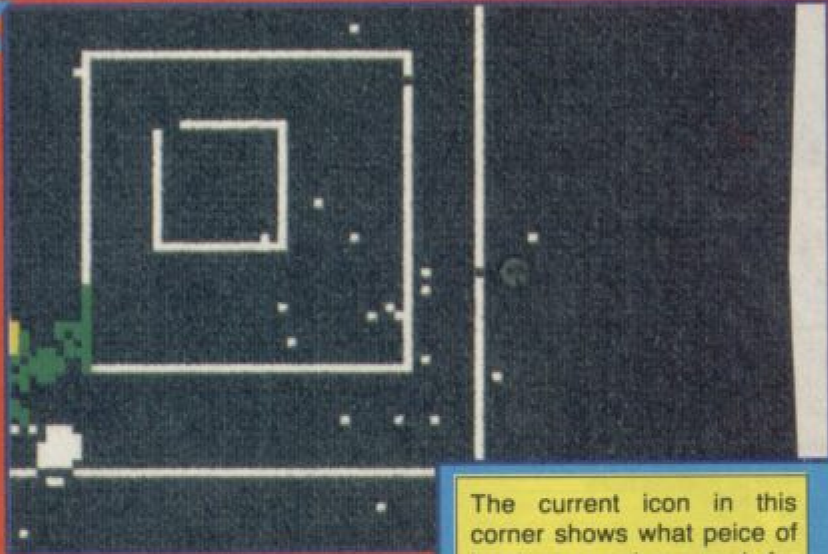
....

....

Barry's Ferrari Comp, Sinclair User, 14 Holkham Rd, Orton, Peterboro, P62 0UF. Get your entry stuffed down your postman's gleaming gladrags by 28th of Feb.

GAMES REVIEW!

DAN





Fuel. You must collect 50 lbs of fuel before Dan can blast off back home in time for his fish and chips and a nice glass of sherry.



Transporter pod. You always have the current level pod and that of the stores. Choose where you want to go before getting on the pad.



Bouncing Bombs. Used wisely they're really effective at killing nasties without putting yourself in jepordy.



Smart Bombs seriously nuke enemies on screen (but not the Mekon). Using a Smart Bomb means not having to say you're sorry.

The Mekon is back. Yes, the extra terrestrial with a head the shape of a tefal superbrain (or Barry Norman), is out to end the career of the Indiana Jones of the cosmos - Dan Dare.

The evil Mekon's greatest wish is to conquer the Earth and to these ends the mutant master-mind had carried out a series of horrific Treenisation experi-ments. Well, our gene juggling genius, he ain't so clever 'cos all the creatures he tried it on came out as twisted mutations so he decided to get a human subject and who better than our space hero Dan Dare? So, Dan is kidnapped whilst he's asleep and wakes to find him-self onboard the Mekon's huge satalite. Dan makes an escape and finds a jetpack, a laser rifle and a ship - just the thing to get him back home - but first he needs an extra 50lbs of fuel to get him safely to Earth and in the absence of a BP station he must fight his way throught the satalite to find it.

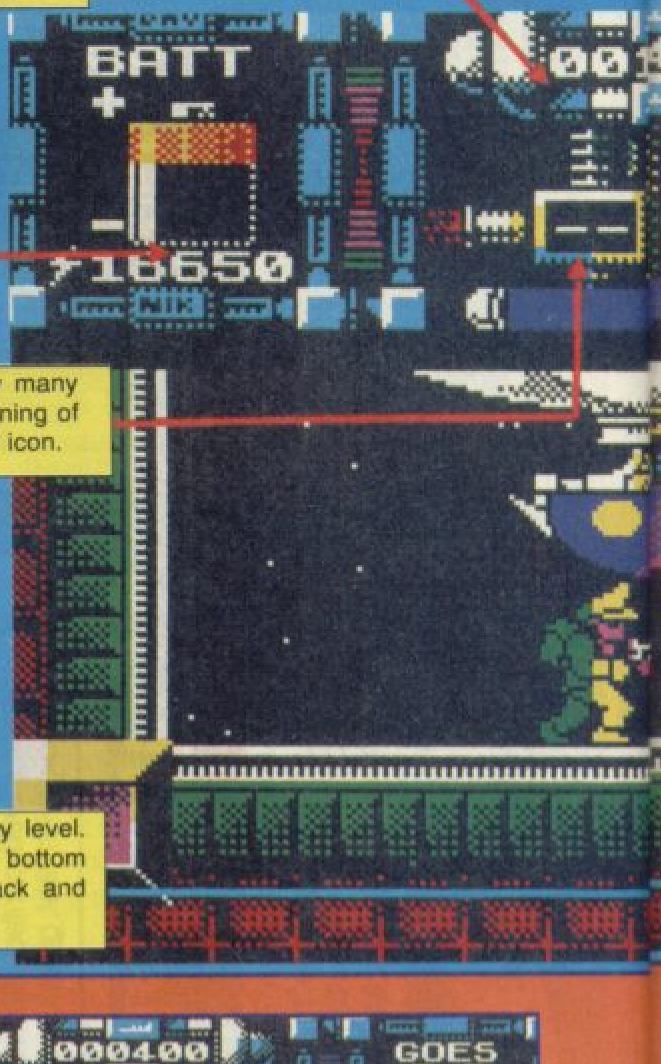
This is where you come in. You must guide Colonel Dare around the satalite and find the fuel whilst avoiding or blasting the mutated results of the Mekon's horrific experiments. There are 5 levels to Dan Dare III and you start off in the store which contains a booster for your jet pack, a teleport pad and a computer terminal from which you can buy more ammo, smart bombs, bouncing bombs and even extra lives. Ac-cess is jealously guarded by the Mekon and you must first shoot him to bits, forcing him to teleport to the next level and leave behind the teleport pod you need in order to get to the next level.

Your weapons are all displayed as icons when in use. The laser rifle has three levels of power. Rapid firing gives the least ef-fective bolts but by holding the fire button, the rifle builds up power which is released by let-ting go.

Selection of each icon is by

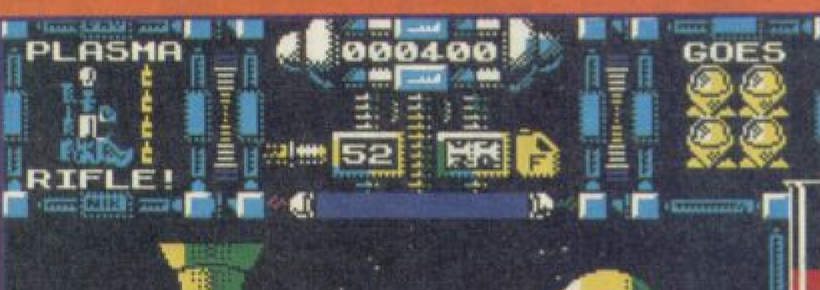
The current icon in this corner shows what peice of hardware you have ready for action. To browse along pull the joystick down.

Your simply amazing score.. Mine's not too amazing but then I have to keep stopping to get screen shots.



This box shows how many units you have remaining of the currently selected icon.

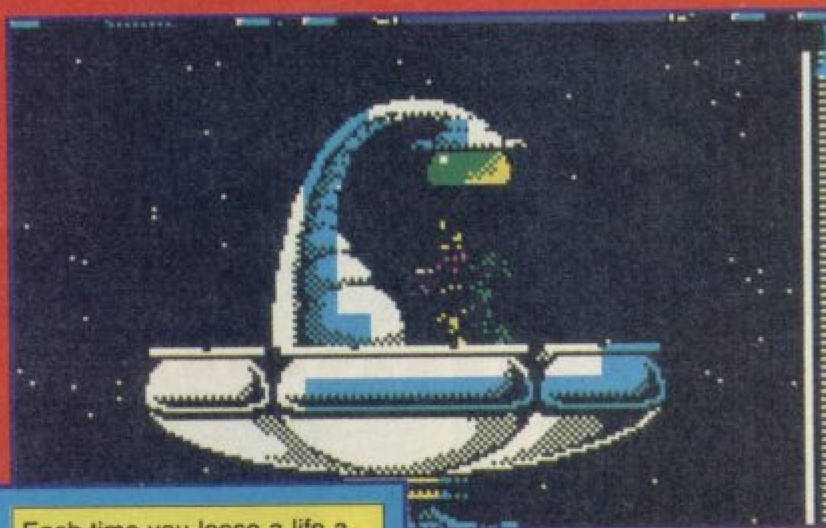
Dan's current energy level. Once it reaches the bottom he falls onto his back and does the dying fly.

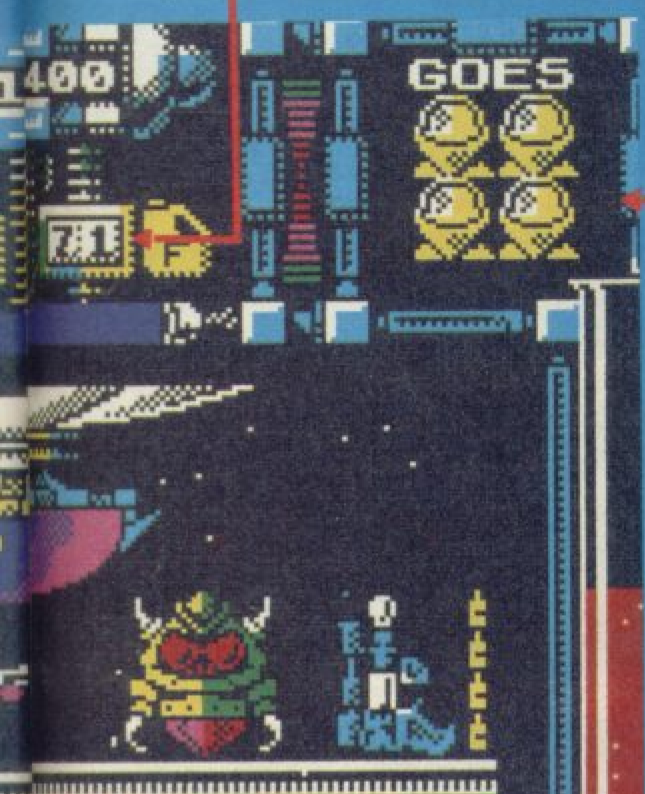


"Suck on this Potatoe head!" Dan means business as he aims to fry the Mekon to a crisp and use his computer.

DARE III

GAMES REVIEW!

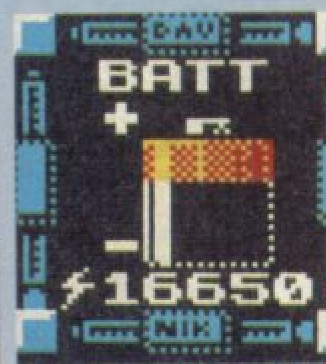




nudging down on the joystick until the correct icon is displayed. Pressing fire will then activate or unleash the current weapon.

To move from level to level (or back to the store), shuffle onto the far right edge of the teleport, select the correct icon and then pull down. The screen then changes to a Master of the Lamp type of affair where you try to steer Dan through the tunnel of squares. Each time you miss a square, Dan receives the equivalent of 10,000 volts up his trouser leg and looses the appropriate amount of energy.

Dan Dare III is a superlative game. The colour graphics are unquestioningly brilliant and the game itself is a masterpiece of design. It merely remains to say that anyone not buying Dan Dare III is several jam butties short of a picnic.



Battery. You spend these units each time you order on the stores computer.

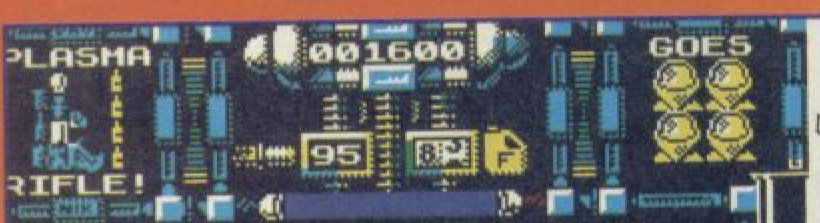


The Plasma Rifle. A very useful piece of kit. Don't leave home without it. Otherwise you'll get severely kicked.

SINCLAIR USER CLASSIC

HINTS

To select between the icons, just pull the joystick down.
Try to return to the stores after getting each petrol can to replenish lives.
To access the computer stand next to it and pull the joystick down.
Access to the jet pack topper upper is by the same method.



Here's Dan trying to kill the nasty that guards the teleport. This could be a good place to bounce a bomb!

ARCADE REVIEW

FAX BOX

DAN DARE III Label: *Virgin*
Author: *Probe* Price: *£9.99*

GRAPHICS	SOUND
94	84
91	93
PLAYABILITY	LAST ABILITY

Superlative colour graphics and a thought provoking gameplay make it a must. Utterly fantastic!

Reviewer:

OVERALL 93

10 20 30 40 50 60 70 80 90

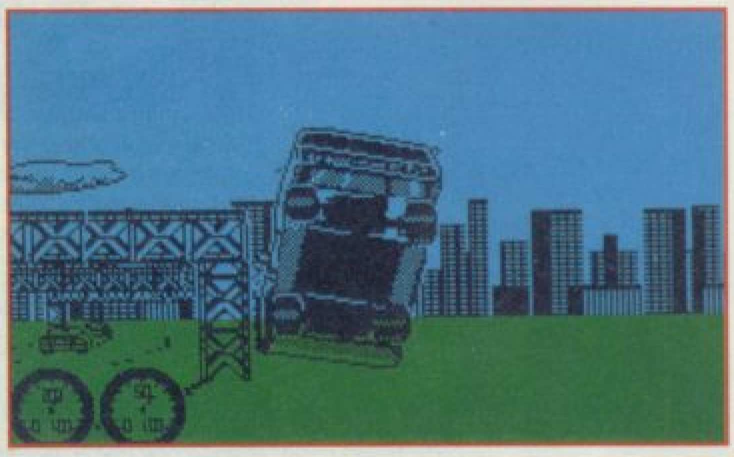
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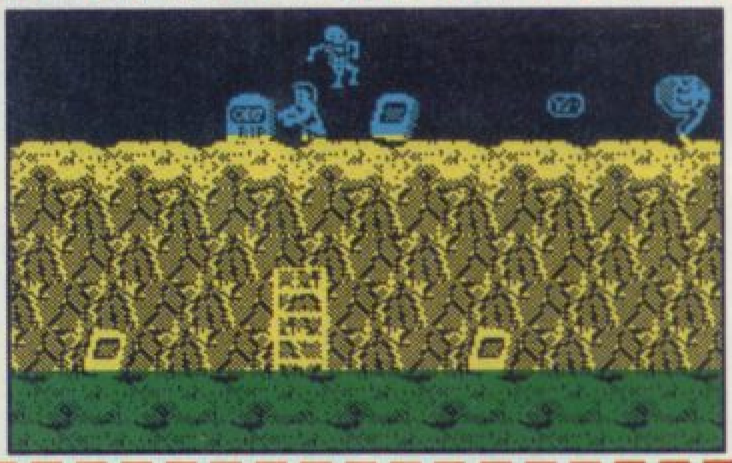


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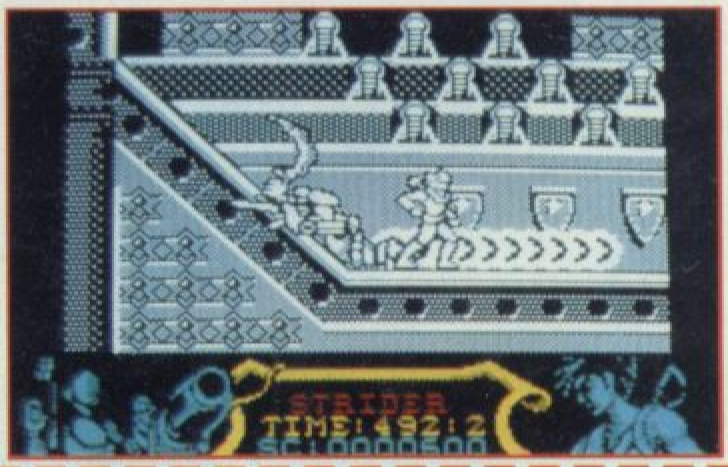


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LOOK AT THE FLIPPERS ON THAT!! (Oo-ER!)

All thanks to US Gold



Ever since X-Out came out on the Speccy they've been seen wibbling around their offices clad in funny dayglo wetsuit things, and talking with Jacques Cousteau accents.

Apparently they're all pretending to be that diver chappie who appears in the game. And they spend many a lunch time re-enacting X-Out underwater adventures by splishing about in the toilet sisterns and snorkeling around the hand basins.

And they'd like nothing more than to share they're strange hobbies with some SU readers (though we not sure if we should really let them) by offering you their rubbery equipment (fnaaaar).

WHAT'S UP FOR GRABS THEN?

Rainbow are giving away a smashing snorkeling kit of wet-suit, snorkel and scuba diving mask to one lucky reader - smart eh? For 15 runners up they're offering a mask and snorkel and for a further 15 runners up an X-Out T-shirt.

WHAT DO I HAVE TO DO THEN?

All you have to do is get Mr X-Out diver out of the wiggly maze. Easy, you may think, but there are actually three routes which will enable him to reach the surface of the ocean. Only one is shorter than the other two and this is the one you must take.

When you've completed the maze, cut the maze and coupon out and send it to "Glug, who nicked me snorkel?", Sinclair User, 14 Holkham Road, Orton, Peterboro PE62 OUF.

Name ______________ Age ______

Address ______________________

______________ Post Code ______

Height ______________ Chest Size ______

TH



Greeting, mortals. I'd like to start by asking you a question. Who buys jiffy bags? I don't, and plenty of people that I know also don't buy jiffy bags. Yet we all have some. Spooky, isn't it? There they go, an army of jiffy bags marching across the country, being used and re-used until there is hardly anything of the original jiffy bag left, and yet no-one ever seems to actually go into a shop and purchase one of the blessed things. Rather like traffic cones, there must be some secret corner of the universe where young jiffy bags are being born, at this very moment. The tower here is littered with them (it's littered with all sorts of other things as well, but we won't go into that), not one of which was bought by my humble self. They must breed in the night.

But enough of jiffy bags and their mysterious origins (Easter Island, perhaps, or the fabled lost city of Atlantis? Now there's an adventurers' quest: The Search For The Golden Jiffy Bag of Atlantis) and onto other things. Christopher Hester keeps sending me copies of Adventure Coder, that brave fanzine dedicated to helping people write their own ad ventures on Spectrums and other computers. The latest issue to ar rive here is number 4, and a quick glance through the contents reveals the following items that may be of interest to Spectrum owners: six pages of using PAW start us off (including two pages that are an answer to a reader's query: new that's what I call service!) another four PAW pages about transport in adventures (moving objects and beings), two pages of useful PAW routines, some general advice on adventure writing, plus the usual adverts., news, and cheap software sale. There's also a round-up of adventure columnists and Chris, clever chap, rates yours truly as 9/10, which only goes to show what a truely nice man he is.

Adventure Coder costs a pound an issue (or a pond an issue, as I originally typed, which could cause postage problems) from Chris at 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Issue four has 36 pages altogether, and it seems to be a good thing to get if you're using PAW, although other utilities are covered as well. You can subscribe for a whole year if you want, and unlike another adventure club which shall remain nameless this magazine is not going to rip you off and fold into obscurity, Nice one, Chris.

One of the interesting newsie bits and pieces from Adventure Coder seems to be worth passing on. Four adventure columnists have joined forces to form something called Inter-Action, whose aim is to produce six bi-monthly 50 page magazines a year, covering reviews, programming help, hints and tips, and so on. subscription costs £15 a year (which also includes a newsletter and a weekly telephone helpline) and the address to write to is The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB. And who are these four just people and true? they are The Harlequin (ex-Zzap), Rob Steel (ex-The Games Machine), Auntie Marg (for strategy games) and Nik Wild (ex-Newsfield). I wish them every success.

Another person who will have success wished upon him (probably akin to Murray Walker commentating on a Grand Prix and saying *"and no-one can catch him now"* as six cars race past the leader) is Mike Gerrard, columnist for some Spectrum rag or other. Mike's producing a book all about Spectrum adventures, and promises to let me have a copy in time for the next column. I'll give you my views then.

But I'll give you a tip now. If you're in adding to your Spectrum hardware collection, don't forget to look in the second hand columns in your local newspaper. The one that gets delivered here, Tower Reporter it isn't called, has what it terms a Browse 'n' Buy section. Hidden away among the duvets

RIGEL'S REVENGE

From where we left off in part two - examine panel, connect light guide to panel, examine dipswitch, switch on 1, switch on 3, switch on 4, press execute, drop rifle, drop gun, drop screwdriver, get sphere, put sphere in satchel, climb shaft, crawl e, crawl e, crawl d, crawl d, push mesh, crawl n, open trapdoor, d, get goggles, wear goggles, get glare, e, n, n, n, fire flare at monster (into maze, move in any direction until south appears), s... the end!

DENIS
(Through The Drinking Glass)

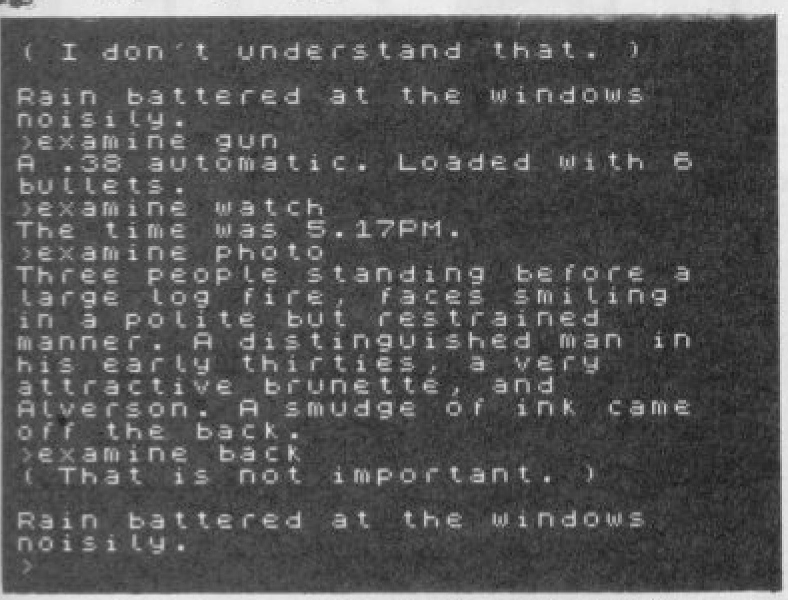
From where we left off last time - debag fowler, n, e, smile, turns, drink, e, give port,, take collar, n, catch train, w, drop suit, wear radiation suit, w, drink, take raincoat, e, drop radiation suit, take suit, wear suit, e, n, w, give wig, drink, take coal, e, s, e, buy militant, s, get in helicopter, drop coal, drop militant, drink, wear collar, examine bed, take sheets, take sheets, knot sheets, take plus fours, take golf clubs, open window, e, drink, s, e, withdraw money, w, drop raincoat, n, drop suit, war plus fours, s, drink, se, look hole, take mole, w, take lawnmower, e, nw, n, drop lawnmower, drink, (and we'll leave him drinking for now!)

CUDDLES:

From where we left off last time - fix mirror, look, get candle, exam door, knock door, get watch, w, nw, w, drop candle, s, s, e, s,w, s, w, s, s, s, get spider, n, n, n, e, n, e, n, w, w, w, n, drop spider, get curds, s, w, w, w, d, get bucket, u,e, e, e, e, e, e, s, w, s, w, w, exam watch, drop watch, w, w, w, u, close door, fasten seat belt, exam panel, oxygen on, fuel pump on, ignition on, clear support gantry, d, dig, drop spade, get cheese, n, get rocket, s, u, close door, fasten seat belt, oxygen on, fuel pump on, ignition on... (and we'll carry on next time)

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU



and power drills are a number of interesting computer offers, most of them incredibly cheap. Just a thought, dear reader.

Another place that people don't look for computers and adventures is on Oracle, ITV's answer to the recently mutilated Ceefax from Auntie Beeb. Isn't Ceefax terrible now? Bring back Andy in the music section of Beeb 2! The Sorceress demands it! Ahem. On Oracle they often have details of adventure combats by telephone, if that's your cup of hemlock, and occasionally they mention other things aswell. Page 193 is where this sort of thing is usually found. There's also a computer section on Channel 4's 4-Tel, page 569 I think, but that seems to consist of the software charts only, unlike the interesting computer section that USED TO BE o Beeb 2 until they did away with it. Dirty rotten swines.

More familiar places are envolopes and (gulp) jiffy bags bearing the name The Sorceress and addressed to Sinclair User. Two such software items leap into my grasp as I place my hand inside the voluminous sack that constitutes my mail bag, one new and one not-so-new, so in the traditional reverse order we shall reverse order we shall start with an old favorite Spectrum adventure now available from a new source.

The game in question is Fairly Difficult Mission, which was released by Zodiac Software some time ago (1987, actually) and which is now available at £4.50 from Fantasy Software. They live at 43 Russell Road, Gravesend, Kent DA12 2RT. Despite approaching its third birthday the game holds up well, and should provide you with a few laughs as you wander along through the plots and puzzles.

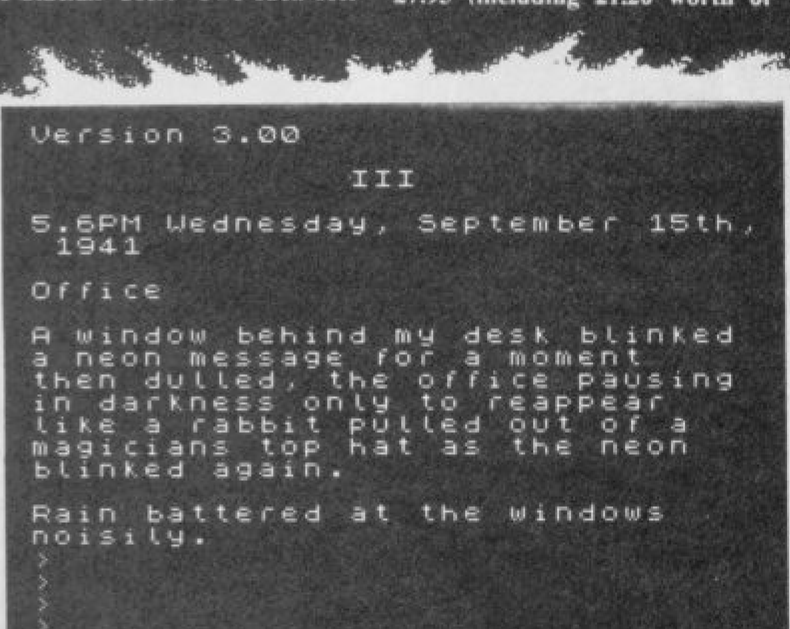
Significantly newer is Dead End, from a company called Interactive Technology, who must be a shy lot because they hide their address behind a P.O. Box number. That address is P.O. Box 146, Sheffield S13 7TY, and the game in question, the aforementioned Dead End, costs £7.95 (including £1.20 worth of VAT).

If you're a fan of Raymond Chandler and his wonderful detective Philip Marlowe then this game should appeal to you. According to the introductory blurb the inspiration for the game from a 1944 film called Farewell My Lovely, with Dick Powell grabbing the prized role of detective Marlowe.

In this largely GACked game (some additional routines have been added by the author) you have to solve a mystery. That mystery surrounds the death of a businessman found tumbling along in the surf off the Pacific Ocean. All you have at the start is a faded photograph and a wodge of fifty doller bills, donated y the immaculately dressed Mr. Alverson. What does he have to do with it all? Why is Los Angeles in the grip of a raging strom (" its blackness gripping the city like a vice")? Why is the text in this game so absolutely wonderful?

It's the text that makes this game, it really is. We're in the world on black and white detective movies, rain falling relentlessly from dark featureless skies, callars being turned up, hats being jammed on heads, and loads of mysterious twists and turns in the plot. Some excellent puzzles all add to the atmosphere and enjoyment. Buy it.





Witt's End
CASTLE EERIE:

Go to the control room and push green lever to switch off the power and push blue lever to re-set the alarm, otherwise the guards will capture you. The secret passage is in the panelled alcove north of the ballroom. Go down the ladder, light the torch and go west to steel a barred gate. Saw the chain with the saw. The route through the cellars is w, n, e, n, w, s. Extinguish the torch and wear the rubber boots to cross the electrified grid. To wear the boots you must remove your shoes first! The guard in the office lets you pass as you are wearing the overalls and identity tag. Get the signal rocket from the store room them go to the telephone, lift the receiver and dial 999, explain to the police what you have discovered and ask them to look out from your signal, them replace the receiver (nearly there!)

BLACK KNIGHT (Part Two)

With the lake drained, you can cross the mud to the forest clearing where you will find an axe on a tree stump. In the large clearing, chop down the tall tree with the axe to form a bridge across the bog you will see a booodhound. Attach the leash to its collar and take it with you. Enter the forest maze and examine the dog at each location, Go in the direction he is pulling and he will lead you through the maze to a glade at the edge of the forest. A guard is on the rope bridge leading fro the glade. Pull the sapling, and when you let go it snaps back, hitting the guard and breaking his neck (nearly there!)

FEDERATION:

Can't prime the bomb? Get static disrupter, mine and disrupter will fuse together. Where does the bomb go? East of the heart of the engine. Can't get into deck of guard censors to plant the bomb? The combination key is multi-useful. Can't get off Quann Tulla when bomb is planted? Use teleport 2 but make sure you have the bracelet. Die from lack of water when teleported? Make sure you get the flask after bomb is planted. Can't find anything in the hut? Neither can anyone else! (nearly there!)

PRECIN

There comes a time in any role-player's life when the Ultimate Catastrophe occurs. You are stuck in the house with nobody else to play with. This is most likely to occur around Christmas, when everyone else is also stuck indoors with the family in tow - but from time to time, there will undoubtedly be social occasions you cannot duck out of, yet you still feel the need to indulge your craving for a game. Why? Well, have you ever tried to get the uninitiated to sit down and play a RPG? What's the first thing they say? "Where's the board?", they state blankly. "Board? Board!!! You don't need a board to play this game," you cry. All to no avail - they wander off in search of some nancy diversion like Monopoly or Trivial Pursuit. Those nice people at Games Workshop, you'll be glad to know, have sympathy with such a frustrated breed of gamers and so have come up with a couple of entry level RPG games, complete with board bits that the ultra-timid can cling onto, just like a comfort blanket. The first one's called Hero Quest and in fact is produced by MB Games, an American outfit that happens to be one of the biggest games companies in the Universe. It's been produced in conjunction with Games Workshop, 'though, and has their own hallmarks splashed all over it. If you've seen or played Talisman, you'll know that it's, well, 75% board game, 25% role playing. I'd guess that Hero Quest is 50/50. Up to 5 players can take part in the game - one controlling the dungeon, the others playing a character, Elf, Dwarf, Barbarian or Wizard. Wizard is a magic specialist, Elf is a fighter/MU, Dwarf a fighter/thief and the Barbarian an out and out Sword swinger. The rules are, predictably, dead simple - with spells cast using cards, and combat done using six-sided combat dice. You come up with a skull, unless the opposition rolls a shield, you score a hit. There are only two characteristics to worry about - Mind and Body. Either of them get to zero and - ta, ta cruel world. Thirteen Quests in all - part of one big quest - and you





can carry money (to buy new equipment) and magical weapons from one scenario to another. There should be enough to keep most people going for a fair few Sunday afternoons, plus there are bound to be add on rules and scenarios appearing in Games Workshops own house magazine, White Dwarf. All for the princely sum of 19.99. Hero Quest looks like fun if you yourself are very new to role-playing, but a little bit meatier (and something that is likely to last a little bit longer, therefore) is Advanced Heroquest. This is a another kettle of fish completely. Much more open ended and complex, and set in GW's own fantasy world of Warhammer, Advanced Heroquest is quite a bit more interesting, but the

NCT 19





Gamesmaster will have to know the rules pretty well, so as to guide novice players through the game, as well as fighting against them. You don't need the original Heroquest to play it, however, but you can use many of the components from it to supplement those that come with the follow-up. One thing that both games have in common is to treat the Gamesmaster as much more of an adversary against the players, rather than adopting the traditional role of guiding the players through the adventures. In Advanced Heroquest, this is reinforced by the GM rolling a die (and all the die in this game are 12 sided, supplied all in) at certain points in the game and picking up a Dungeon Counter if the result demands. These counters allow the GM to do sneaky things, like throwing in the odd Wandering Monsters, or spring a trap on the unsuspecting party. Rather than being played on a set board, Advanced Heroquest is played in a 'rolling map' made up of decorated tiles - each Dungeon being made up of a mixed of random bits, and pre-arranged set pieces. The game system itself requires a couple of read throughs before you get the hang of things - and the player will have to be man enough to get to grips with 9 different stats, rather than the two of Heroquest, but it does seem to produce a better game in the long run. One stat in particular will appeal to first timers - it's called Fate. You can use a Fate point to negate any damage sustained in a single turn, to successfully make a saving throw or solve a trap - that sort of thing. Basically, it's a safety net for someone who does something stupid - it means that at least they don't get killed one the first few turns of the game. Coming with pre-rolled characters and a pre-planned, four part adventure (the Quest for the Shattered Amulet, featuring the nasty Scaven, boo, hiss), plus rules for solo play, Advanced Heroquest forms a nice bridge between occasional gamesplayers and the hard-core RPG fanatic. You can expect a fair amount of further support in White Dwarf too - like spells for the other three magic guilds they mention, but don't have spells for, for instance! A very polished package with floor ties, figures, counters, dice and all that stuff - weighing in at £19.99. You could either try nipping into your local GW shop (and heaven knows there are enough around right now) or if you're desperate for written details, write to them at Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY.

Artwork reproduced courtesy of Games Workshop

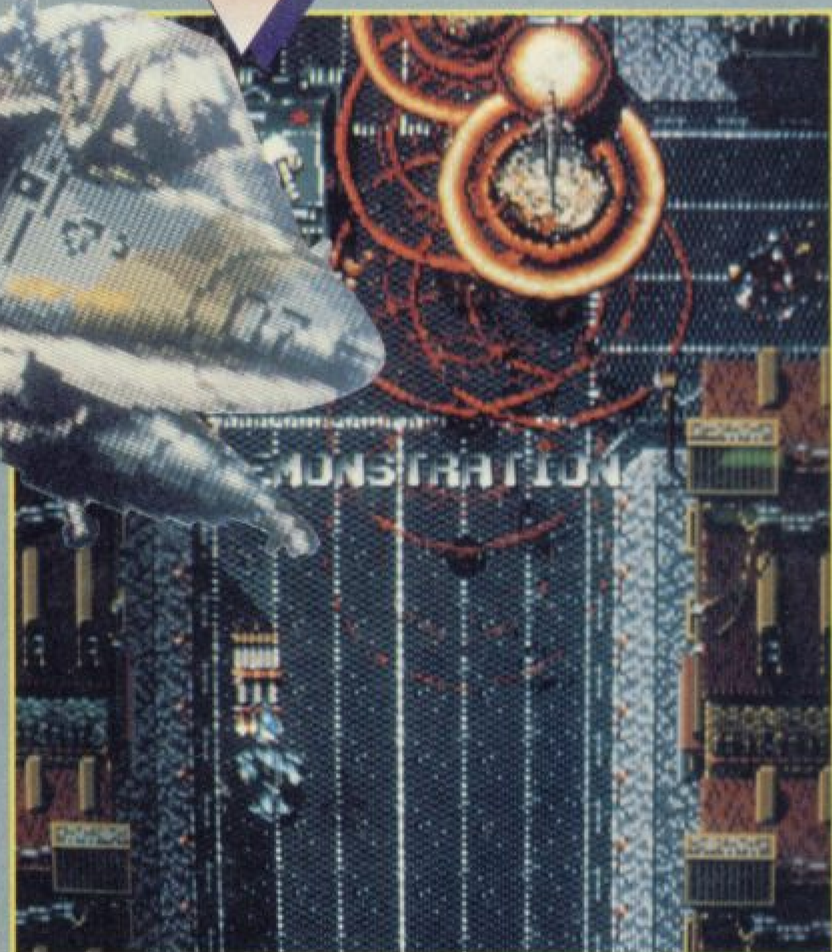


Singing. Don't know much about His-tory, don't know much about Bio-logy, but I do know that.....blowing away 15 million aliens is better than watching the omnibus edition of Brookside. Now tell us sommint I didna ken, pal.



Task Force Harrier - UPL

Just to remind you, a Harrier Jet is one of these here flying machines with a difference - the nozzles that all the jet power comes from can be swiveled to point downwards and squirt squillions of bits towards the ground, thereby making the thing do that which most planes only do when yet've just run out of fuel. Hover. None of this technical stuff in this game however, brought to you from the makers of that well known thrash - *Omega Force*. Omega Force, set on the outside of a gigantic spaceship, was infamous for its autofire option (disen gage frontal lobes and go baby, go!) and the billions





sprites that it managed to throw up on screen at one time.

Strike Force Harrier takes those two attributes and bungs them into a vertical scroller format together with some spectacular power-ups and a two player option.

Now, this may not win any awards for originality, but by golly, if you are looking for an fast adrenaline hit, or a challenge for your visual cortex then Task Force Harrier has to be for you.

As you start off, straight away program demonstrates its contents for everything mammalian by sending down the screen streams and streams of little aircraft and tanks, all firing and homing in with un-nerving accuracy.

To even things up a bit, there are super fab power-ups which do just about everything except the ironing; follow-on pods, homing missiles, etc. This won't appeal to everyone, by any means. But for the hardened headbanger that enjoys dodging and weaving through the flack and downing 16 pints of weak lager shandy afterwards - this one's yer man.

FAXBOX

Loadsa sprites, loadsa action, not too much originality - as if that mattered anyway. Fire! Fire! Fire!

Graphics 8 Sound 7 Addictiveness 8 Gameplay 7

Overall 8

Block Hole



Talking of puzzle games (yes, we were actually Nigel), ever since Tetris made everyone go loopy, (and earning the people in suits so much dosh) all the coin-op manufacturers have been trying like mad to invent new puzzle games. Ho hum - and weren't some of them poo. Good taste precludes mentioning any names, but if you've every got your hands on a game called Plotting, you'll know what I mean. However, **Block Hole** from Konami looks like it is a potential liberator. Remember Space Invaders? Well, maybe your Grandad told you about it? That's where you have a single space ship moving left/right and fire upwards. **Block Hole** is a bit like this, but instead of firing bullets that destroy things, you fire bricks that build things.

What is happening is this - an assortment of shapes are coming down from the down from the top of the screen - step by step. If they ever hit the bottom, then you loose a life. What you have to do to get rid of them is fill in the irregular bits to make perfect rectangles. The whole shape then disappears. If you want to be ultra cool, then you can join various shapes together to make a big rectangle and clear more than one shape at once. You can get a huge wobbly bonus for this. Sounds exciting? Well, as it happens, no - but when you start playing it, golly by gosh, it gets to you like a Chicken Vindaloo.

As you fire away the blocks, the tension builds as the shapes get lower and lower. Blasting away mindlessly is no good whatsoever - a big stream of bullets will just build brings right to the bottom of the screen and it's the big game over very quickly. The have to analyze the shape and act fast. Big 'L' shape? Fire a burst of four bricks. 'U' Shape? Fire two, move one left, fire two more. And so it goes. Getting rid of the indiidual shapes isn't a problem - it's when they are raining down like crazy - that's when the tension get to you.

Utterly gripping - **Block Hole** is simple to learn, but will have you turning your pockets out to search of non-existent 10p's long after the last one has been spent.

FAXBOX

Graphics 7 Sound 7 Addictiveness 9 Gameplay 9

Another simple puzzle game - with a difference. It's fab. Got to be worth serious investment for an sentient lifeform.

Overall 9



Pinball

With the SuperBowl coming up on telly fairly soon, Data East have brought out a pinball that has American Football as the main theme to the table - it's called ABC Monday Night Football. Monday Night Football is the nearest thing to Match of the Day that the nice American people have over there. Every Monday, around 60 million people tune in to watch a live match on the ABC network. What Data East have done is take the theme and construct around it a very nice game, together with some sampled grunts and sample pertenant quips from legendary commentators like Al Michaels and Frank Gifford (the Saint and Greavsie of Gridiron). Simply enough, different shots make different numbers of yards. When you get 100, you score a touchdown and move to make this neat ramp shot to score the extra point.

This delivers the ball back to the left flipper. Make this shot again and again and again and you'll be rewarded with a huge mega bonus. Luv it.

Loud, colouful, fun - not the easiest table in the world - but will appeal to most pinball fans.



COINOPS

Pang



Now here's a funny one for you. What do you get when you cross Bomb Jack with Asteroids with the William Tell Overture? OK, so I was kidding about the William Tell bit? But the latest craze that is getting those nice Japanese people so excited that they are selling their Nintendo Gameboys to play it is called Pang. And it don't half remind you of a lot of other good games.

There you are with your little chap running along the bottom of a single fixed screen - together with nice graphics in the background. Lots of balloons appear and what do you have to do? Burst them with your little bow and arrow.

Eeeekk. But look! Once your burst one of them, it turns into several medium sized ones. Burst them and they turn into tiny ones. Now the good news, burst these and they disappear.

To clear the screen and go onto the next level, then, that is what you have to do - frantically shoot your arrows into the air and go into a balloon bursting frenzy.

There are a few complications - like if the balloons hit you, you die. There is a shield you can activate, of course, one of the nice graphical touches being the petrified look on your cutsie sprite when you do it.

With the single screen, reminiscent of Bomb Jack, then - the splitting of the balloons being like Asteroids and the fact it's got arrows in it. William Tell? Or was it the Strongbow adverts? It's a bit different. It's jolly good. Give it a go.

FAXBOX

Graphics 8 Sound 6 Addictiveness 8 Gameplay 8

Cutsie mixture of a number of different game types - comes out being greater than the sun of the parts. Good stuff!

Overall 8



Double Dynamites



Dynamite Duke - remember us telling you about that a few months back? Well now it's out in a two player version. Still a very interesting Dead Angle/Cabal/Op Wolf kind of shoot 'em down, with a bit of originality thrown in for nothing. Perfect for anyone who's had to wait to get on the machine while their mate racks up the high score.



I'VE GOT THIS PROBLEM

COLOUR MIX UP

Dear RSPCS, I've just bought OCP Art Studio. Everything in the package is great, except for the colour. I know it's possible to have lots of colour on the Spectrum, as I've seen it on loading screens without any colour clash whatsoever.
On OCP, however, it's totally impossible as whenever you have any two different colours next to each other they spread and mix and go all blocky. Is there anything I can do?
RSPCS? Prevention of Cruelty to Spectrums, I s'pose...

Mark Richardson, Plumstead, London

•There's no way to prevent colour clash with Spectrums - actually, that's a lie. You can mix colours but it takes a lot of programming and doesn't work at all well. What happens is that clever artists change colours at the edges of a colour block. Say you want a red pixel next to a blue pixel, above a green pixel and a yellow pixel, all on a black background. You can have all four next to each other, providing each is at a corner of its own block; at the point where the four blocks meet, you can have four colours in as many pixels. That's how good Spectrum screen artists generate high-resolution colour piccies; the trick has its limitations, but if you experiement you should be able to produce stuff just as well as the professionals.

A COUPLE OF BASIC PROBLEMS

Dear Dr Rupe
For my greater edification (that's what it says in the letter... RG) could you please put me streetwise on a couple of nigglies:
1. When going from +3 BASIC to 48K BASIC I should get the OK message; instead I get OUT 71, 0:1. Is my Speccy sick - should I panic? Everything else seems OK.
2. I've got Softek's Super C Compiler (1982) but, alas, no instructions. How do I make it work?

Mark Sims Great Bookham Surrey

James "Yo to the Spectrum" Gilman, Chesterfield, Derbyshire

•1. Wow. I get OK. I suspect you've got a slight corruption in the ROM - Read Only Memory - chip that contains both +3 and 48K BASIC within the Spectrum. You could get it replaced if you really, really wanted; I'd keep it, if everything else is fine.
2. That is one ancient piece of software. You'd be better off getting +3 CP/M from Locomotive, and finding one of the free CP/M C compilers that are available; these tend to come with their own documentation, be compatible with other computers and to be debugged. If you're set on Softek's C, then I'll be happy to pass on any documention that other readers might have - mark it "Dr Rupe's C Appeal" and send it to the usual address, you other readers...

BAUD WITH PRINTER PROBLEMS

Dear Sir, I've got a Shinwa 100 printer, which used to work fine with a BBC Computer. I can't use it with a Spectrum +3 - can you help?
I've made up a cable to the specification in the +3 handbook, I've set the baud rate to 2400, and even put the printer into English Language mode. I've still had no joy with it.
Help!

Steven Wilson Ribbleton Preston

•Well, the manual you sent me shows that this printer should work without a murmer with the Spectrum +3. You don't say whether you're using the serial or the parallel interface - I'd recommend the parallel port, since this doesn't need you to select a baud rate and you'll be able to use a standard printer cable. However, if it worked with the Beeb (horrors!), it will work with the Spectrum. Switch to the parallel port, and if you're already using that, then check the cable.

WITH MY SHINEYTSILVER STUFF

Dear SU
A long, long time ago in a galaxy far, far away (get on with it! RG) there was a small black computer called the ZX81. It came with a printer, the ZX Printer, that did its thing on a roll of silver paper.
I was one of the many who bought a ZX81 with printer, and who then got a Spectrum. The printer worked with the Speccy too, but now I've run out of paper and don't know where to get any more. Can you help?

George Russell Rye House Herts

•Argh! No, I can't. I used to have a good supply of ZX Printer paper, but they've closed down in the past few months. If anyone knows where a good supply can be had, I'd be glad to print it here. Also, I've had a few requests for a source of Microdrive cartridges and spares - again, if someone knows the secret, I know there's an eager nation ready to spend its hard-earned if only it knew the address...

ATTACK OF THE COMPILATIONS!

C+VG COIN-OP HITS

US GOLD
£12.99

THUNDERBLADE: Great conversion of Sega's 3D helicopter shoot 'em up coin-op
BIONIC COMMANDO: Addictive six-level platform game/shoot 'em up starring a hero with extendible limbs!
ROADBLASTERS: Fairly tedious race 'n' blast game.
OUTRUN: A decent race game flawed by a terrible multiload system.
SPY HUNTER: Exciting horizontally scrolling shoot 'em up in which you drive a multi-weaponed sports car.

A good all-round compilation featuring a mixture of shooting, racing, platform action and helicopter flying. Check it out.
OVERALL

85%

STAR WARS TRILOGY

DOMARK
£12.99

CONTENTS:
STAR WARS: A bit slow and jerky, but has all the features of the arcade original.
EMPIRE STRIKES BACK: Thrilling conversion of the coin-op - the best of the series.
RETURN OF THE JEDI: Mediocre translation ruined by rancid graphics and putrid sound.

If you're a Star Wars fans and missed these games first time around, this is a great way to collect the set.
OVERALL

80%

TOLKIEN TRILOGY

BEAU JOLLY
£12.99

CONTENTS:
THE HOBBIT: One of the all-time classic Spectrum adventure games.
LORD OF THE RINGS: Tricky to get into, and not without bugs, but adventure fans will love it.
SHADOWS OF MORDOR: A sprawling RPG/adventure with massive depth.

A wonderful package which Spectrum adventurers will find very appealing. The games are brilliant and all offer literally months of entertainment.
OVERALL

89%

DARK FORCE

£12.99
CONTENTS:

LAST NINJA II: Brilliant six-level arcade adventure with plenty of beat 'em up action.
DARK SIDE: A bit plodding, but nevertheless an ingenious first-person 3D arcade adventure.
BATMAN: Based on the comic, this arcade adventurer is addictive and rewarding.
R-TYPE: Stunning shoot 'em up with horrible aliens and plenty of extra weapons to blast them with.

Featuring four great games, Dark Force is a desirable package which should appeal to those who think fast and play even faster.
OVERALL

84%

WINNERS

US GOLD
£12.99

CONTENTS:
BLASTEROIDS: Extremely polished coin-op conversion which plays very much like the original.
THUNDERBLADE: Great conversion of Sega's 3D helicopter shoot 'em up coin-op
LED STORM: Fun for a while, but this vertical scroller lacks long-term appeal.
IMPOSSIBLE MISSION II: Interesting and addictive spy-style arcade adventure.
INDIANA JONES AND THE TEMPLE OF DOOM: Grotty conversion that deserves a whipping.

Indiana Jones and LED Storm are the weak links in an otherwise worthwhile and varied

compilation.
OVERALL

80%

STORY SO FAR II

ELITE
£12.99
CONTENTS:

SPACE HARRIER: Good in its heyday, but now looking a bit ropey.
LIVE AND LET DIE: Pretty naff Bond game - rather like Roadblasters on water.
HOPPING MAD: Bounce your way to boredom in this tepid original title.
BEYOND THE ICE PALACE: Enjoyable Ghosts 'n' *Goblins* game, but not as good as the real thing.
OVERLANDER: Dodgy Roadblasters-style game that lacks addiction.

A group of average games which don't offer much in the way of thrills and excitement when compared with other packages.
OVERALL

59%

STORY SO FAR IV

ELITE
£12.99

CONTENTS:
QUARTET: Ghastly mockery of an already sad arcade machine. Ugh.
WONDERBOY: Run-of-the-mill horizontally scrolling platform game.
THE EIDOLON: Superb, atmospheric arcade adventure - one of the best.
GHOSTBUSTERS: Average game of the film.
BACK TO THE FUTURE: Rubbish game of the film that offers ten minutes of fun.
ALIENS: This is how to do a game of the film - tense, exciting and very addictive!

A package of cabbages and kings, with Aliens and The Eidolon being the kings, and Quartet being the prize cabbage.
OVERALL

62%

THRILLTIME GOLD I

ELITE
£9.99

CONTENTS:
PAPERBOY: Decent conversion of the wild 'n' wacky hit newspaper delivery coin-op.
GHOSTS 'N' GOBLINS: Superb scrolling platform game/shoot 'em up - still one of the best.
BOMBJACK: Another great conversion - very addictive.
TURBO ESPRIT: Brilliant whizz-about-the-streets-and-smash-cars game.
BATTY: Ordinary Breakout game.

All the titles on this compilation are available on budget. If you like all the games - and Bombjack, Turbo Esprit and Ghosts 'n' Goblins are particularly good - it might be worth buying this. Otherwise buy your favourites separately.
OVERALL

63%

THRILLTIME GOLD II

ELITE
£9.99

CONTENTS:
BATTLESHIPS: Pointless computer rendition of the paper 'n' pencils game.
SABOTEUR: Enjoyable, but limited arcade adventure.
SCOOBY DOO: Graphically impressive and very entertaining beat 'em up set in a haunted house and starring everyone's fave pooch.
AIRWOLF: Ageing and pretty ropey helicopter exploration game.
FRANK BRUNO'S BOXING: One of the better attempts at a computer boxing game.

Another compilation where the games are already available on budget - most of them for two quid. The best two are Frank's Boxing and Scooby Doo - buy them and forget the rest.
OVERALL

53%

THRILLTIME PLATINUM I
ELITE
£12.99

CONTENTS:
THUNDERCATS: Great hack 'n' slash romp.
IKARI WARRIORS: Decent vertically scrolling shoot 'em up.
BUGGY BOY: Super off-road race game.
LIVE AND LET DIE: Pretty naff Bond game - rather like Roadblasters on water.
HOPPING MAD: Bounce your way to boredom in this tepid original title.
BEYOND THE ICE PALACE: Enjoyable Ghosts 'n' Goblins game, but not as good as the real thing.
OVERLANDER: Dodgy Roadblasters-style game that lacks addiction.
SPACE HARRIER: Good in its heyday, but now looking a bit ropey.
GLADIATOR: Vomit-inducing combat game.
DRAGON'S LAIR: Completely dire six-pert arcade game.

Vast compilation of games - but only Thundercats and Buggy Boy are really fab. Gladiator and Dragon's Lair are totally crap, and the others vary from average to fairly good. Even through there are a lot of games here, you won't play most of them for very long.
OVERALL

68%

MEGA MIX

OCEAN
£14.99

BARBARIAN II: Great hack 'n' slash arcade adventure.
REAL GHOSTBUSTERS: The arcade game was very poor, and this conversion sadly reflects that.
OPERATION WOLF: A brilliant shoot 'em up that was last year's Christmas number one.
DRAGON NINJA: Fairly good one or two-player beat 'em up.

A varied package let down only by Real Ghostbusters. Check it out if you like the games.
OVERALL

79%

QUASAR

Lurking in North London is Europe's first live action video game where human contestants shoot it out between themselves in a dimly lit, smoke filled battlefield armed only with their wits and an infra red laser pistol. We sent our man Garth to check it out armed only with an infra red laser pistol, a camera and a half chewed Mars bar...

Imagine a place where only the cunning survive. Imagine a place where people shoot first and ask no questions. Imagine a place where death lurks ready to trap the unwary and you must confront the shadows or be engulfed by them. Imagine this no more. This is fact.

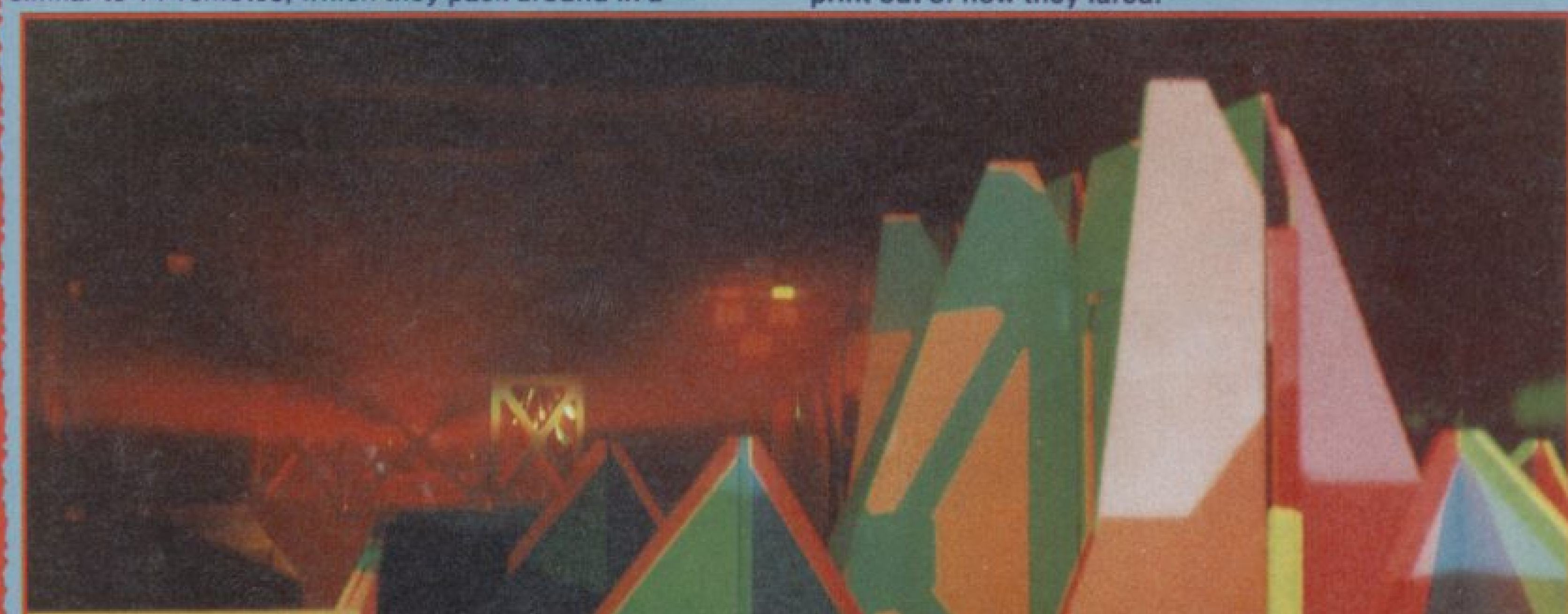
Quasar is the baby of David Cox, an ex-teacher who decided to hand in his chalk and tour the world. It was whilst visiting Perth in Australia that he found the game, played it and immediately became hooked on what he thought was the best game he'd ever played. At that time, David was looking for a business idea and so he convinced the company to give him the exclusive European rights to the game and set up Britain's first Quasar centre in Frobisher Rd, London N8 with his partner, Dan Seyers.

The game is a marvel of technology. Billed "a live action fantasy space game", each combatant is equipped with a light pistol that fires a harmless beam of infra red light - similar to TV remotes, which they pack around in a shoulder harness that carries a battery pack on your back, and and there are receptors on the chest borne battery pack. Each time you are hit, an onboard Eprom takes down the information of which gun hit you and reduces the amount of lives that you've got left. Get shot twice and you've got to sprint back to energiser to reactivate your pack. Crazy stuff eh?

Play begins in the vesting rooms where combatants are seperated into two teams, one red and one green and each team must defend their headquarters whilst trying to attack the other. A central computer keeps a score of how many time a HQ has been hit and how many times a player has had to re-energise. This information is converted into points and the current score is displayed on a scoreboard in the playing arena.

The playing arena itself covers over 6,000 sq ft and is errily lit and smoke machines add to the atmosphere of futuristic survival. Play takes place over two levels, with gangways and stairs connecting each level. There are metal grids in parts of the floor that can be fired through. So even on the upper level you're not safe as you could still get a nasty beam up your trouser leg.

At the end of each half hour session the guns download all the stored information of hits and how many times you've re-energised into the central computer which then analyses the information and gives each person a personal print out of how they fared.

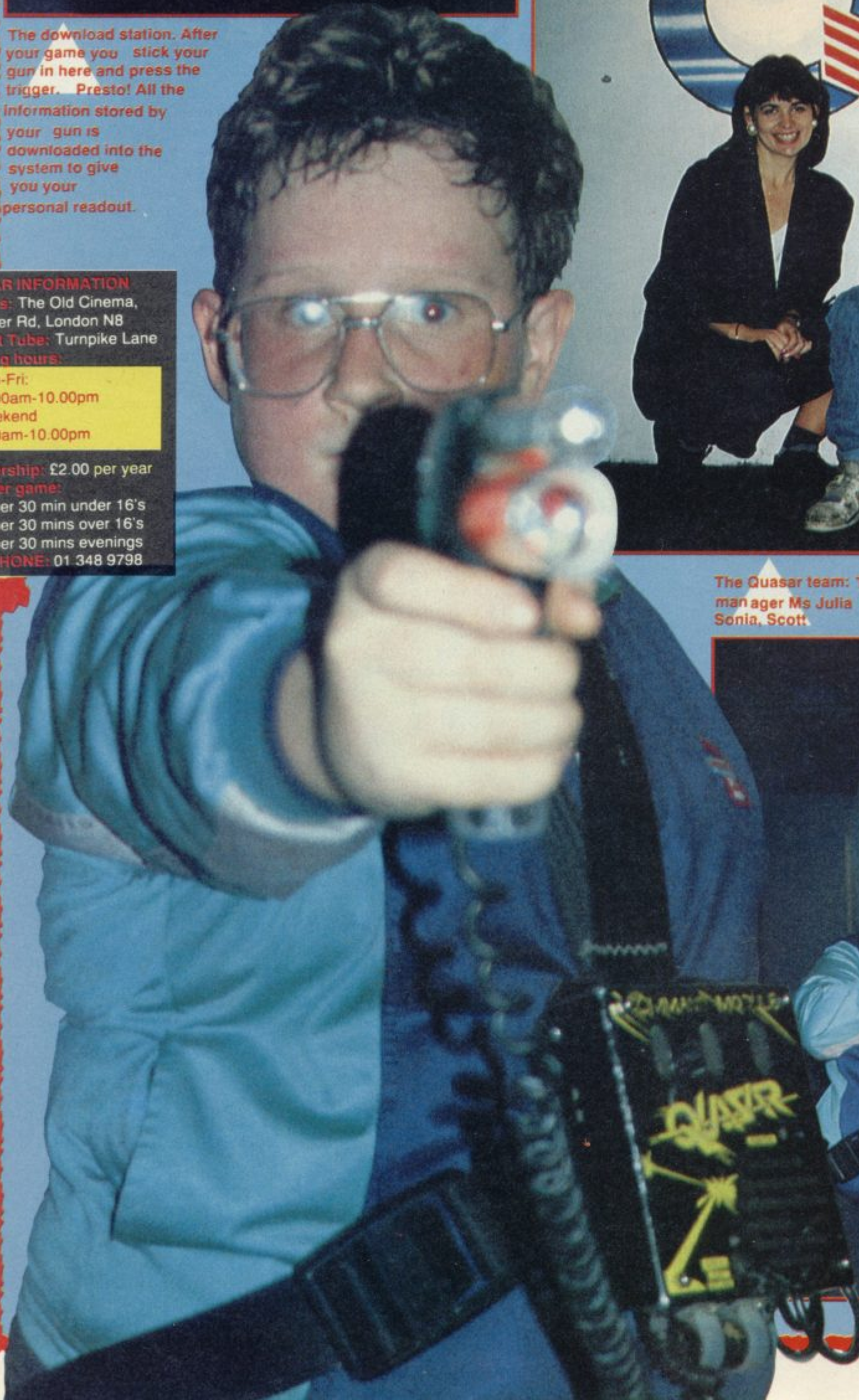




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The download station. After your game you stick your gun in here and press the trigger. Presto! All the information stored by your gun is downloaded into the system to give you your personal readout.



QUASAR INFORMATION
Address: The Old Cinema, Frobisher Rd, London N8
Nearest Tube: Turnpike Lane
Opening hours:

Mon-Fri:
11.00am-10.00pm
Weekend
9.30am-10.00pm

Membership: £2.00 per year
Cost per game:
£2.00 per 30 min under 16's
£3.00 per 30 mins over 16's
£4.00 per 30 mins evenings
TELEPHONE: 01 348 9798



The Quasar team: The ever-so-luverly man ager Ms Julia Roberts, Stuart, Sonia, Scott





It's a low-down show-down! Here are two contestants squaring up and it looks as if they're both set to blow each others brains out. It looks as if the guy on the right keeps his brains in a rather strange place though!





I'll bet there are times when you flick through your copy of SU and you think, Gawd, that Jim Douglas, what a smug git he is - all designer sweatshirts and hair gel. I'd love to give him a good slapping. And what about that Alison Skeat, she really is an annoying old moo. Then there's that new bloke Garth - he seems to shop exclusively at Bring and Buy jumble sales and not have any idea about colour co-ordination. I bet his bathroom colours are something like brown and pea green Yueck! So he really deserves a biff in the kidneys.

Well, now here's your chance to duff up the SU team. We're inviting 10 readers to join us (along with some of our mates from our sister magazine, The One) for a major punch up at the Quasar Centre.

What's the ruddy Quasar Centre then? Well, if you haven't already read the feature on these pages, it's like an indoor version of the Combat Zone. You shoot each other with laser guns instead of paintball thingies and it's all jolly flipping great.

All you need to do to qualify for a place on the readers team of laser fighters is to answer a couple of piffly questions and send the coupon off today to 'Beamy beamy, fall on the ground, SU, 14 Holkham Road, Orton, Peterborough PE62 OUF. Compo closes 28 February 1990.

Question

What do you fire with the gun in the Quasar game? a) Real bullets b) Paint c) Light

Where does the game originate from? a) China b) America c) Australia

Name ____________________

Age ____________________

Address ____________________

____

Post Code ____________________

Answers ____________________

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COMPETITION WINNERS

SYSTEM 3 COMPO - Nov 89

Winner of the caption compo is Ian Cook, Haverhill Suffolk with his corker of a caption: 'It's a good job that I'm wearing my brown trousers', and he'll be getting a lovely model dinosaur.

AOOOW ETC WIN THE MOONWALKER EXPERIENCE - Nov 89

1st Prize: Video recorder and Michael Jackson vids
50 Runners up: Moonwalker books

Winner: Stephen Shears, Upper Knowle, Bristol 50

Runners up: S Morrison, Asndel, Lytham St Annes
David Hunt, Gateshead, Tyne & Wear
Simon Bell, Billingham, Cleveland
Philip Coupar, Kirk Brae, Edinburgh
GA Draper, Great Barr, Birm
Mrs A Grant, Nr Minehead, Somerset
Andrew Hughes, Anglesey, Gwynedd
Jamie Foster, Tempest Rd, Leeds
Jason Zahra, Dollis Hill, London
CA Buxton, Holywell, Clwyd
Karl O'Dell, Ampthill Beds
Mark Russell, Pontyclun, Mid Glam
Shaun Goddard, Harbord Rd, Sheffield
Gary Godsmark, Woking, Surrey
Peter Gedge, New Buckenham, Norwich
Dan Garrorski, Milton Keynes
Richard Wilken, Oxted, Surrey
Nigel Porteus, Haxby, York
Megan Prosser, Crawley, Sussex
Sean Tucker, Nr Lough, Lincs
Graham Hyett, Havant Hants
T Washington, Newhall, Burton On Trent
G Richards, Waterlooville, Portsmouth
Martin Pritchard, Aberdare, Mid Glam
Salman, Llanelli, Dyfed
Andrew Lockwood, Arksey, Doncaster
Craig Cameron, Bovington, Herts
Darren Biles, Brixton, London
AJ Kerrone, Kenilworth, Warks
Owen Rees, Beaconsfield, Bucks
Derek Wallin, Chingford, London
David Hemnell, Speke, Liverpool
C Allott, Heckmondwike, W Yorks
Steven Bell, Washington, Tyne & Wear
Denise Smith, Gt Yarmouth, Norfolk
Adam James, Gt Wyrley, Walsall
Jerone Hudson, Tottenham, London
A Tootell, Pouton Le Flyde, Blackpool
Edward Smith, Nr Cullompton, Devon
Gary Meakin, Wimborne, Dorset
Kevin Warrilow, Cradley Heath, W Mids
Roger Clark, Arnold, Notts
Paul Bates, Rotherham, S Yorks
Tony Cartwright, Nuneaton, Warks
Lee Branch, Downham Market, Norfolk
M Morrow, North Shields, Tyne & Wear
Matthew Godfrey, Linton, Cambridge
Jonathan Kendrew, Linton on Ouse, York
Christopher Bibby, St Helens, Merseyside
Daniel Brice, Kingswood, Bristol

MOVIEMAKING HERE I COME - UNTOUCHABLES COMPO - Nov 89

1st Prize: Amstrad Video Camera & copy of The Untouchables

20 Runners up: Copy of The Untouchables

Winner: Nicholas Wolley, Otley, W Yorks

20 Runners up:
Roland Craggs, Sacriston, Durham
William Kirwan, Chelmsley Wood, Birm
Colin Churchill, Porstishead, Bristol
AG White, Syston, Leics
Aaron Robertson, Brechin, Angus
Mark Bland, Walsall, W Midlands
Alesandro Bruno, West Croydon, Surrey
William Marshall, Bramley, Leeds
Paul Millar, Templepatrick, Co Antrim
DA Johnson, Barrow in Furness, Cumbria
Nicholson, Falcon Ave, Edinburgh
AG Watt, Lhanbryde, Morayshire
Vincent McGrath, Droylsdon, Mancs
Paul Burgess, Gorleston, Gt Yarmouth
Iain Mort, Neath, W Glam
Mark Greenacre, Ipswich, Suffolk
Mark Sheehan, Portslade, Brighton
Jon Simcoe, Kettering, Northants
Lee Anderson, Kings Norton, Birmingham
Jon Worby, Solihull, W Midlands

AAAIIIEEE! SHINOBI COMPO - Nov 89

10 1st Prize: Copy of Shinobi, Poster and a T-shirt
10 2nd Prize: Copy of Shinobi and a Poster 10 3rd Prize: Poster

10 Winners:

Robert Leather, Lincoln
Neil Larnen, Bletchley, Milton Keynes
Daniel Owen, Llandudno, Gwynedd
Marcus Woronecki, Ashford, Kent
Laurie Painter, Kiskeard, Cornwall
Karl Molder, Preston, Lancs
Andrew Thomson, Ilford, Essex
Hawson, Newark, Notts
Daniel Rudd, West Heath, Birmingham

10 2nd Prize:

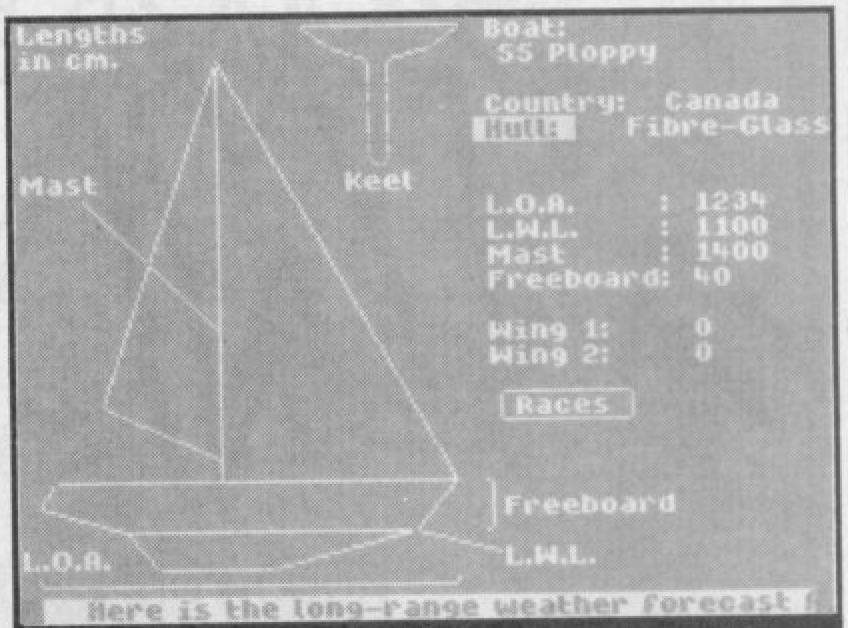
Adrian Soanes, Brighton
Stuart Southgate, Bessarar, Doncaster
Alexander Henkin, Camberley, Surrey
An Chan Phung, Dunfermline
Stephen Murray, Kirkintilloch, Glasgow
Justin Smith, Aspley, Nottingham
Clive Jenner, Belton, Gt Yarmouth
S Managh, Barrow in Furness, Cumbria
Philip Scott, Whiteabbey, N. Ireland
Alex Toye, High Wycombe, Bucks

10 3rd Prize:

Martin Cullen, Draycott, Somerset
Alastair Slater, Amersham, Bucks
Stephen Davies, Swansea
Lee Hodgkinson,, Shrewsbury
Nicholas Moss, Thornton Heath, Surrey
Kevin Gross, Mansfield, Notts
Martin Henderson, Unst, Shetland
Richard Tiffin, Lisburn, Co Antrim



There are a lot of places to sail in the world. Yes.



All the fun of sailing. Shiver me timbers etc choose your keel. select your mast. Huzzah!

SAILING

You wouldn't think it would be possible to create an interesting game from the idea of a sailing simulation - and you'd be right! Whether you're a salty old sea-dog or a scurvy landlubber, you'll find *Sailing* about as much fun as a violent bout of chundering over the side in a force nine gale. Originally a full-price Activision title, this one should never have been re-released on budget - it deserved burial at sea.

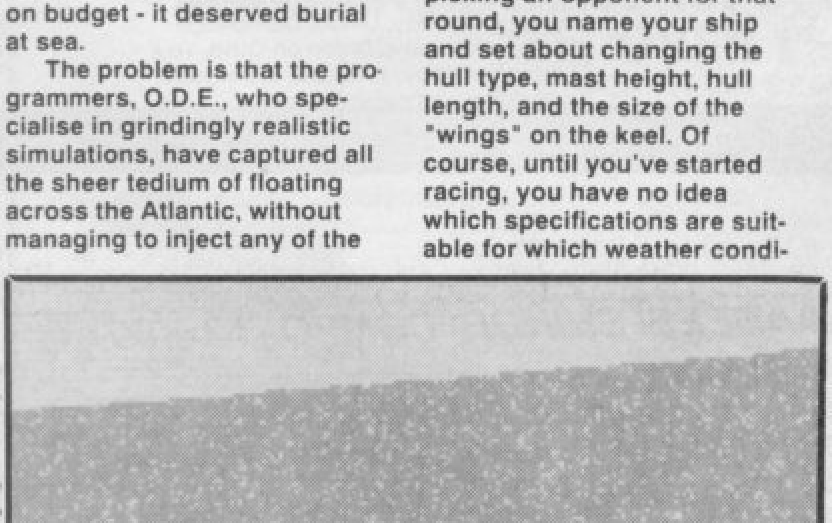
The problem is that the programmers, O.D.E., who specialise in grindingly realistic simulations, have captured all the sheer tedium of floating across the Atlantic, without managing to inject any of the excitement of the race.

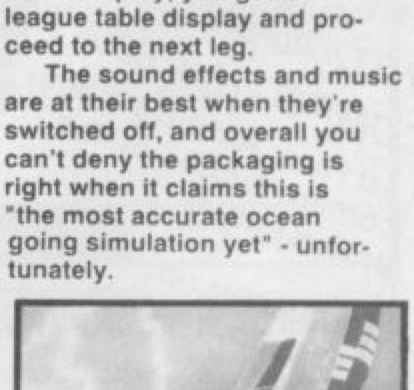
Things start off in quite a promising manner, with your chance to design your ideal racing craft. After entering your name, choosing a team from the eighteen international sides represented, and picking an opponent for that round, you name your ship and set about changing the hull type, mast height, hull length, and the size of the "wings" on the keel. Of course, until you've started racing, you have no idea which specifications are suitable for which weather conditions; you have to keep an eye on the meteorological reports which scroll across the bottom of the screen, and learn to cut your jib to suit the hoist of your foc'sle, or whatever it is that Captain Birdseye says.

Once you start the race, your only real task is to control the rudder to steer clockwise around three buoys, and to hoist or lower the spinnaker, which gives you a sort of turboboost when the wind is behind you. The wind direction and speed, your bearing and speed, and the location of your ship and your competitor, are shown on various screen displays. The sea rolls and tumbles, little yellow ships scoot across the water, and a numbing sense of boredom soon sets in.

If you complete one round ahead of your competitor, and don't get disqualified through straying outside the radar display, you get a league table display and proceed to the next leg.

The sound effects and music are at their best when they're switched off, and overall you can't deny the packaging is right when it claims this is "the most accurate ocean going simulation yet" - unfortunately.





ARCADE REVIEW

FAX BOX

Label: ***Mastertronic*** *Author:* ***Activision***
Price: ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
40	40
40	32
PLAYABILITY	LAST ABILITY

Extremely wet sailing sim.

Reviewer:

OVERALL 38

STREET HASSLE

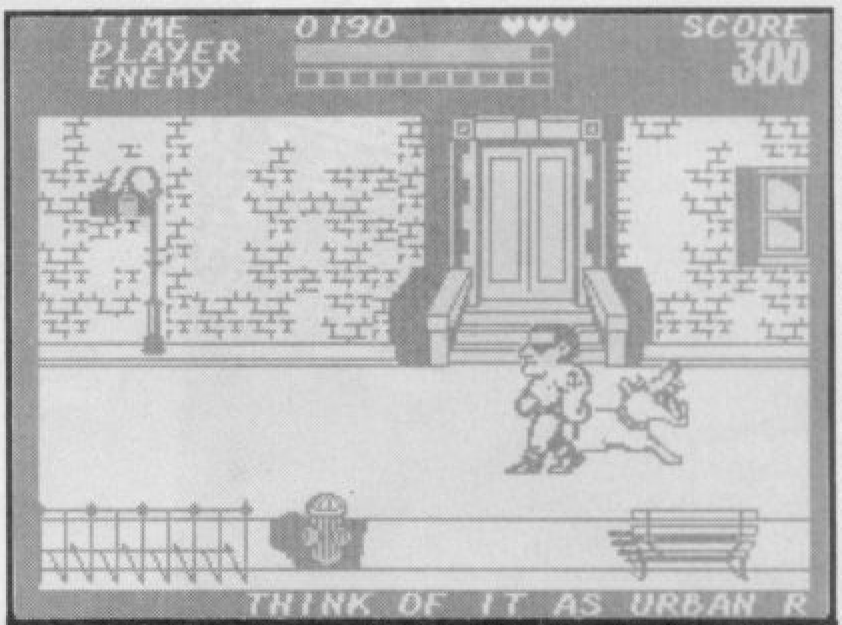
"What the software industry needs is designer violence", runs one of the enigmatic scrolling messages on the bottom of the display of *Street Hassle.* Well, yes and no - it might need designer violence, but it would have to be a bit more designery than this mediocre comedy head-punching game.

Originally squirted out by Melbourne House in the days when martial arts games were just beginning to get into the "whatever gimmick can we come up with next" mode, Street Hassle (based on the song by crumbly Lou Reed? - probably not) isn't half as funny as it thinks it is. For a start, I can't quite see why the tattooed, heavily-muscled hero wears sunglasses, silver shorts and wrestling boots in his campaign to clean up the city. Secondly, I don't completely understand why flying old ladies, stone-throwing blind men, escaped gorillas, jack-in-the-boxes and big woofy dogs form the majority of the opposition, though the bomb-throwing revolutionaries I did appreciate. Lastly, I wish the irritatingly obscure scrolling messages - "Crime swallows like a microphone stand" - "Think of it as evolution in action" - would just GO AWAY!

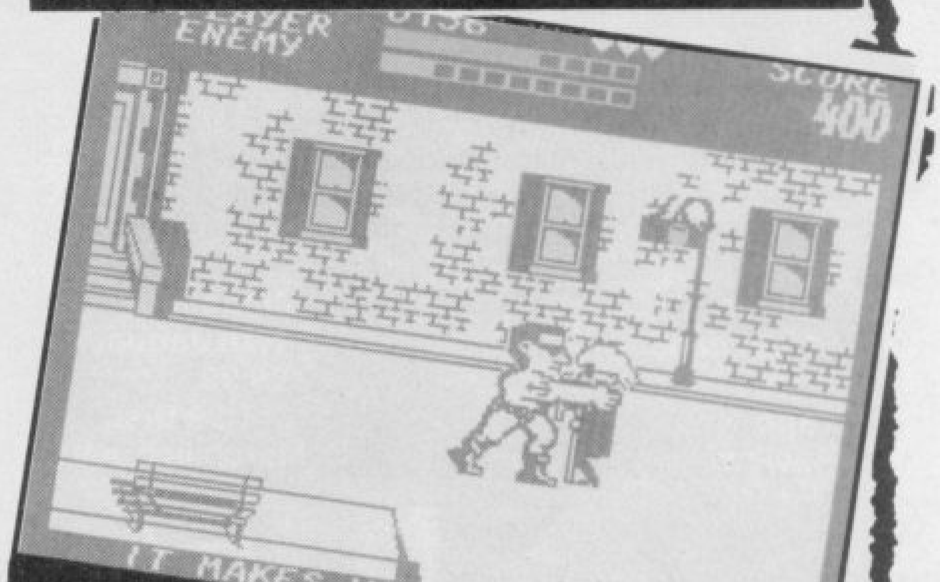
The game does have its good points, including a wide repertoire of fighting moves such as the flying leap, head butt, strangle, aerodynamic spin and dog pat (DOG PAT!?) which change according to the level. You have to experiment to find out which move takes out which enemies; guess which one the Dog Pat deals with? Not much else changes though; the brick walls, park benches and alleyways in the backgrounds get pretty tedious as they scroll past at a snail's pace, though the actual animation of the characters, especially the muscle-bound hero, is OK.

As you'd expect, at the top of the screen you get strength meters showing how close you and your current opponent are to defeat. Two headbutts or strangles are usually enough to see off a blind man, or old lady, while gorillas obviously need a bit more. You get points for each you bump off, and a bonus at the end of each level (after level five, subsequent levels have to be loaded from tape on the 48K version).

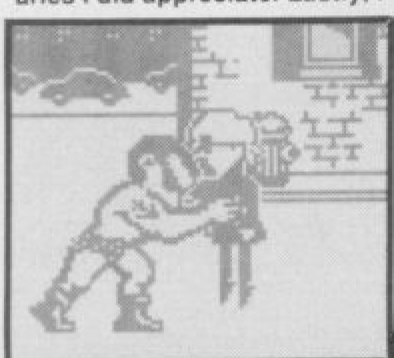
Hard to get really excited about, although it's amusing for about ten minutes.



Casually walking past ferocious snarling beasts, our gargoyle-spectacled thug cuts a handsome "dash"



C'mere Grandad, and sew a button on THIS!





Take that, Mr Gorilla! With my dodgy tattoo and sparkly shorts will send you packing.

ARCADE REVIEW

FAX BOX

Label: **Mastertronic** Author: **Beam Software** Price: **£2.99** Memory: **128K** Joystick: **various**

GRAPHICS	SOUND
63	62
59	59
PLAYABILITY	LAST ABILITY

Not half as funny or action-packed as it thinks it is; one for curiosity collectors only.

Reviewer:

OVERALL 59

PREVIEWS



FIENDISH FREDDY'S BIG TOP OF FUN

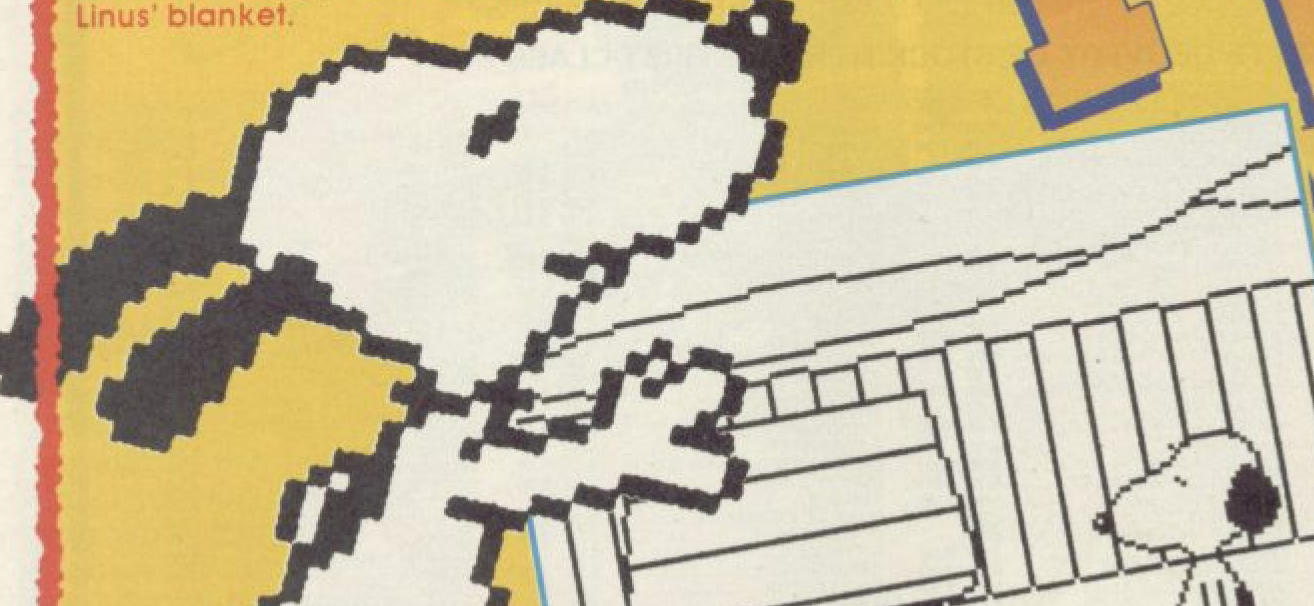
Straight from the sadly infrequently used spectrum of Mindscape comes these super sneaky shots of Fiendish Freddies Big Top 'O Fun. In the game you must save the circus from the clutches of the creditors, those well known bankers, Dewey, Chetum and Howe. You have to take part in six circus acts and if your performances are good enough, you can earn enough money to send your creditors scuttling back under the stones from which they crawled and save the Big Top from closing down and being turned into a block of flats. The game is quite hilarious on other formats and we'll be waiting to pick up the goods for a full review - once Mindscape stop clowning around and get it to us!

Author:	Mindscape
Street date:	18th January
Price:	£9.99
Tape	£14.99 Disc
Review:	March issue SU



PREV

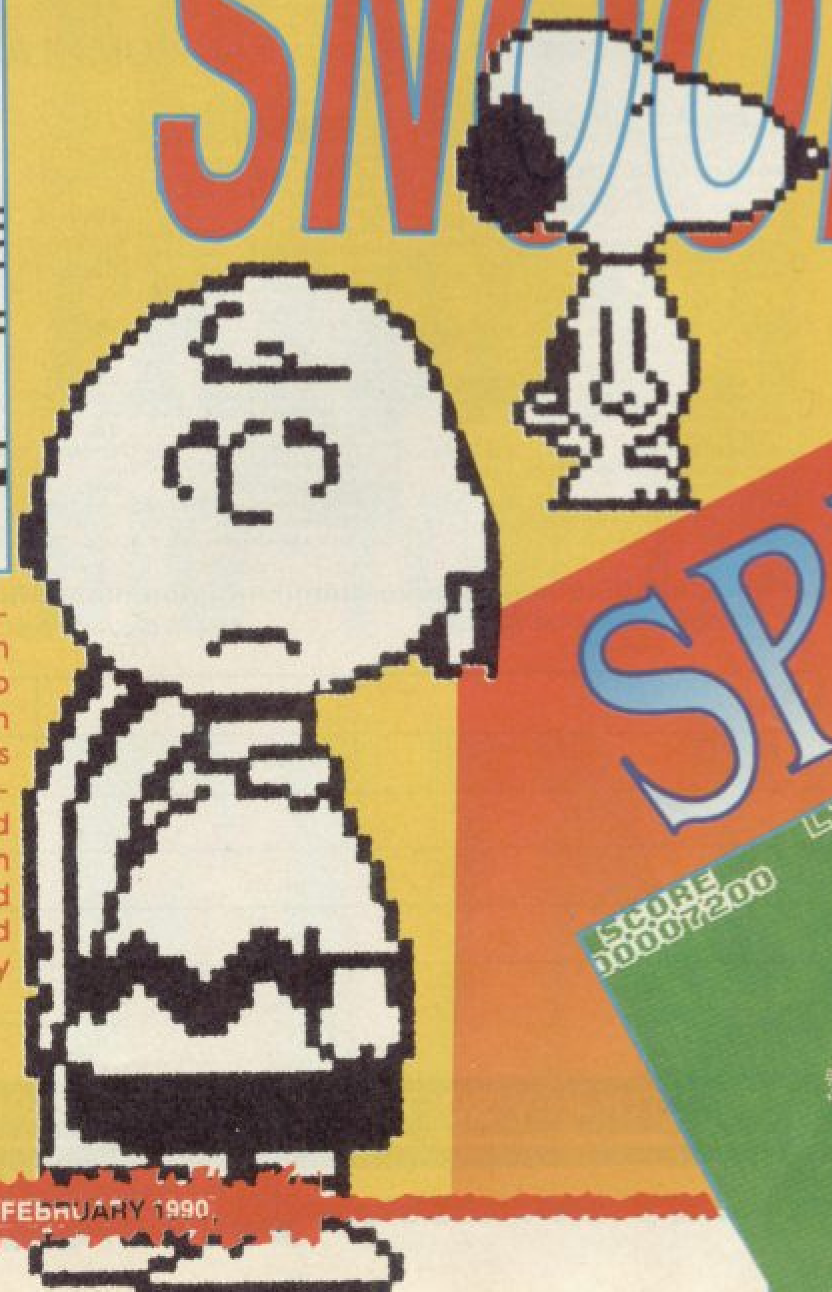
Think of a cartoon character who's been a pop star, a World War flying ace, a wicked baseball player and the leader of his own group scout troop! No prizes for guessing who it is 'cos it's Snoopy. And he's soon to be turning detective as he puts his powers of doggy deduction into use as he tries to find Linus' blanket.





SNOOPY





Snoopy is undoubtedly the star of this graphic adventure where he must pick up objects and carry them around the multitude of screens to use in order to retrieve the famous blanket and stop Linus from crying. but he's joined by the whole cast of Peanuts characters. And the graphics in the game are sensational and the product of ex-plumber and wizard graphics bod Jack Wilkes and I think that even Schultz, the original creator of the Peanuts strip would be amazed by the end results. But don't take the word of little me, just judge for yourselves with these sneaky shots...

Price: £9.99
Label: The Edge
Streetdate: January
Review: Next Issue

SPA



VIEWS









CE HARRIER II

Phoarr! Space Harrier II eh? If ever there was an over-complicated route to your Spectrum, then this game has been down it.

The first Harrier was licenced from the arcade game from Elite. Now, although there were plans for a Space Harrier II arcade machine, it simply never appeared. So where has Grandslam got the licence for this? A-ha! From the Space Harrier II on the Sega Megadrive, of course! Bizarre and contrived this may be, but it doesn't look like affecting the interest in the game itself.

Like the first outing, your blone quiffy hero glides over a rapidly scrolling checkerboard backdrop in glorious three (count 'em) dimensions, blasting fast-moving sprites from the ranks of the hyper-galactic slime patrol in a super-fast bout of action and excitement (it says here).

Here are the pictures. Review next time.

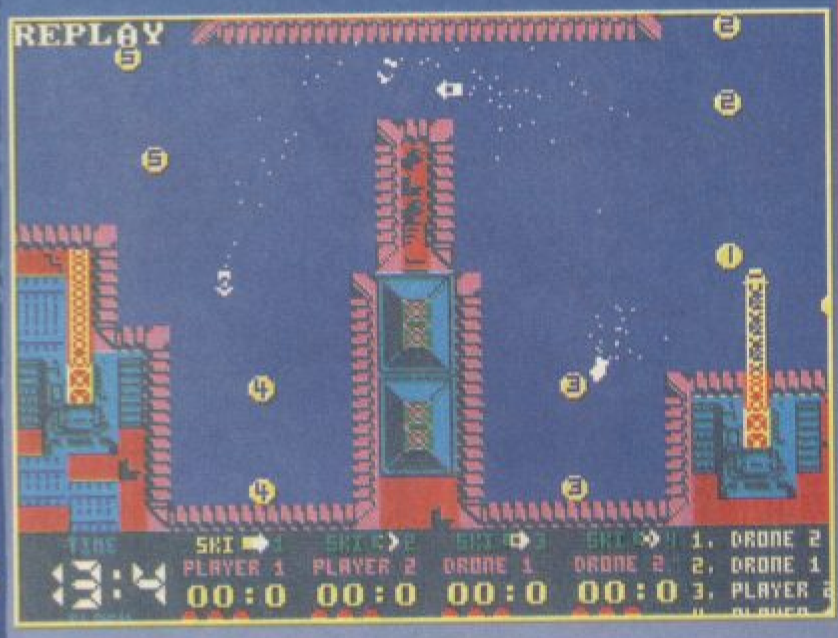
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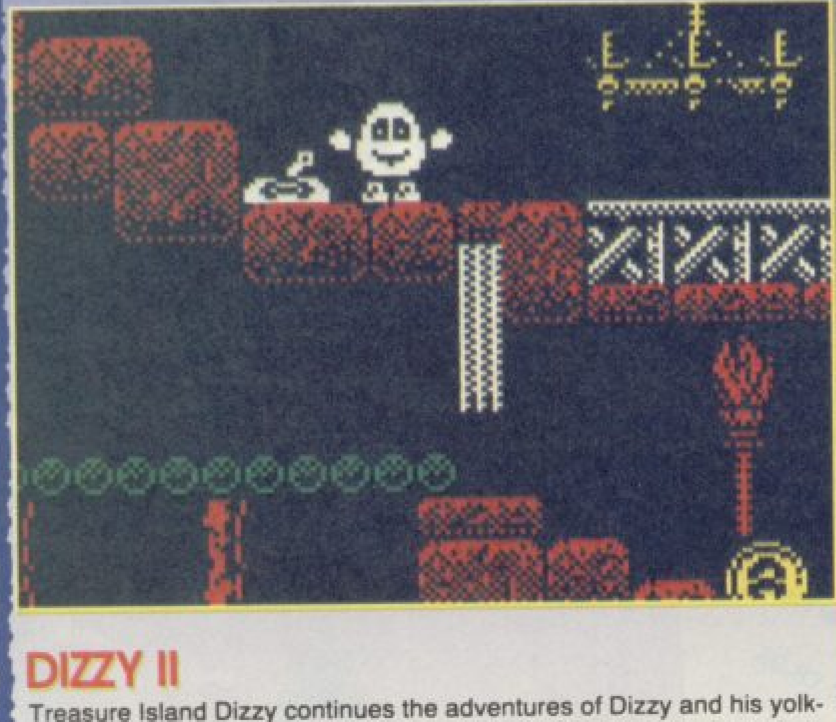
Technology has various stages. During war, technology is accelerated in the hope of besting one's opponents. We had Barnes Wallis' bouncing bomb, Frank Whittle's jet which was not the first jet fighter but it did stay in the air for longer than the German designed Messerschmit 262. What has all this to do with computer games you may ask? Well, apart from giving you an elementary knowledge of war invention trivia, it all neatly leads up to the fact that in the war of spectrum games, Codemasters seem to have a bit of technology up their sleeves. The CD loader should make waiting eons for games to load a thing of the past. So, without further ado, here's a quick look at a few of the thirty odd games all stuffed onto the Games Pack with each one given a Game Star rating between 1 to 5.



CHAMPIONSHIP JET SKI SIM

A high speed romp around the dockyards or the lakes on a Jet Ski. A reasonable game that allows you to race against a friend with well above average digitized sound. The major shortfall is the graphics however.

GS rating 3



DIZZY II

Treasure Island Dizzy continues the adventures of Dizzy and his yolk-folk pals. There's no end of tricky puzzles, pick up this, put down that, trade this for something useful and so on. It's so compelling and has been one of the biggest budget games sellers ever. It's well 'ard!

GS rating 5

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and games, games, games!!!

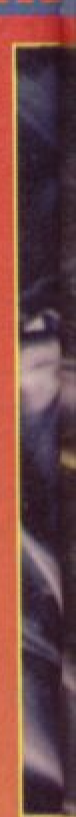
30 Super Tank Simulator

30 Rally Cross Simulator

Do you get fed up with having to wait for ages for your games to load? Well so do those technical boffins down at Codemasters so they've invented the CD loader which will zip your programs onto the screen in well under a minute and leave you in the complete state of awe that is experienced only when you have a large gold brick wrapped in a slice of lemon firmly bounced off your head!

Not that I ever get involved in anything physical - oh no I just do what I can to get you some quality merchandise and this CD player took some fairly heavy negotiating with Mr Big at Codemasters. You see, everybody fancies themselves as a bit of an Arthur Daley but I think I just got the edge on Mr Big. You see I was showing him my holiday snaps of Blackpool and strike me down - there was Mr Big in one of the group photographs standing there sharing his CD with a very pretty blonde girl who seemed to have lost her bikini top. I said that it was a shame that Mrs Big wasn't in the picture and he just muttered something about he'd like to keep it that way. I suppose she was looking for the other half of her bikini whilst Mr Big took things into his own hands.

So, Mr Big had a change of heart after I'd given him all of my photographs along with the negatives (no doubt so he could get some reprints done for his wife and friends) and he handed over the very same CD player from the photo and has thrown in his very special fast loading CD games pack with over 30 spectrum games on. He also said I could have 30 copies of Super Tank Simulator and another 30 copies of his Rally Cross simulator.



CD

-FAST LOADING SYSTEM



And what must you do to win all these luverly goodies? Simple, just answer the Clive's questions below.

1) What does CD stand for?

....

2) Is the information on a CD stored as digital or analog information?

....

3) D.A.T. is another type of high quality storage medium. What does D.A.T. stand for?

....

Get your answers off to postie to arrive in deepest, darkest Peterboro before 28th of February and if you do win the Compact Disc player, try not to use it if Mrs Big's around. Be lucky!

Send your answers to:

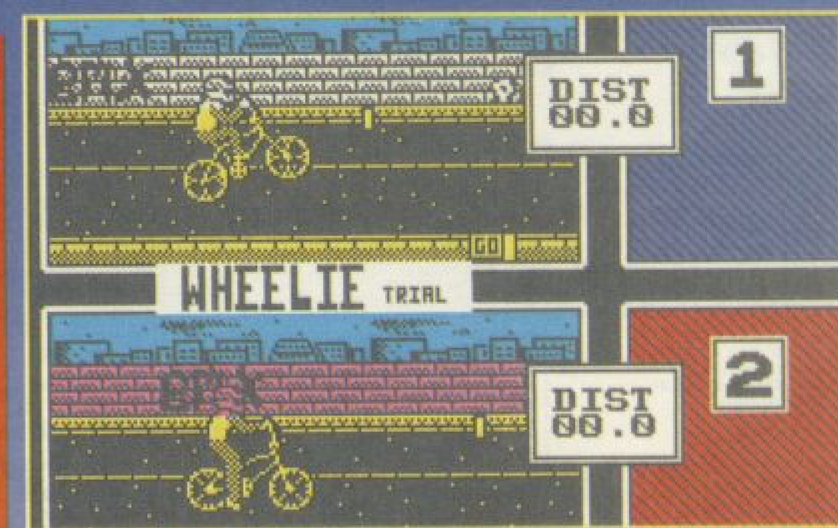
Digital Dexterity Comp, Sinclair User, 14 Holkham Rd, Orton, Peterboro, P62 0UF so that the woderful people in the competition dungeon can put your entry in the hat before the 28th February.



FAST FOOD

Yet another cool bit of programming from the Darling brothers' stables where you must really get to grips with the idea of fast food

GS rating 3



BMX FREESTYLE

The whole batch of the BMX SIM games were actually rather good and BMX Freestyle is backed up by BMX Quarry racing and Dirt racing. These are all goodies that came out during BMX bike fever and are good examples of the genre.

GS rating 4



DIZZY I

The game that brought Codemasters most popular character to date to our screens. A romping good adventure with oodies of puzzles and great appeal to kids of all ages.

GS rating 4

GRAND PRIX SIM II



More microscopic motors slide round a selection of different courses No surprises but colourful, entertaining action.

GS Rating: 3

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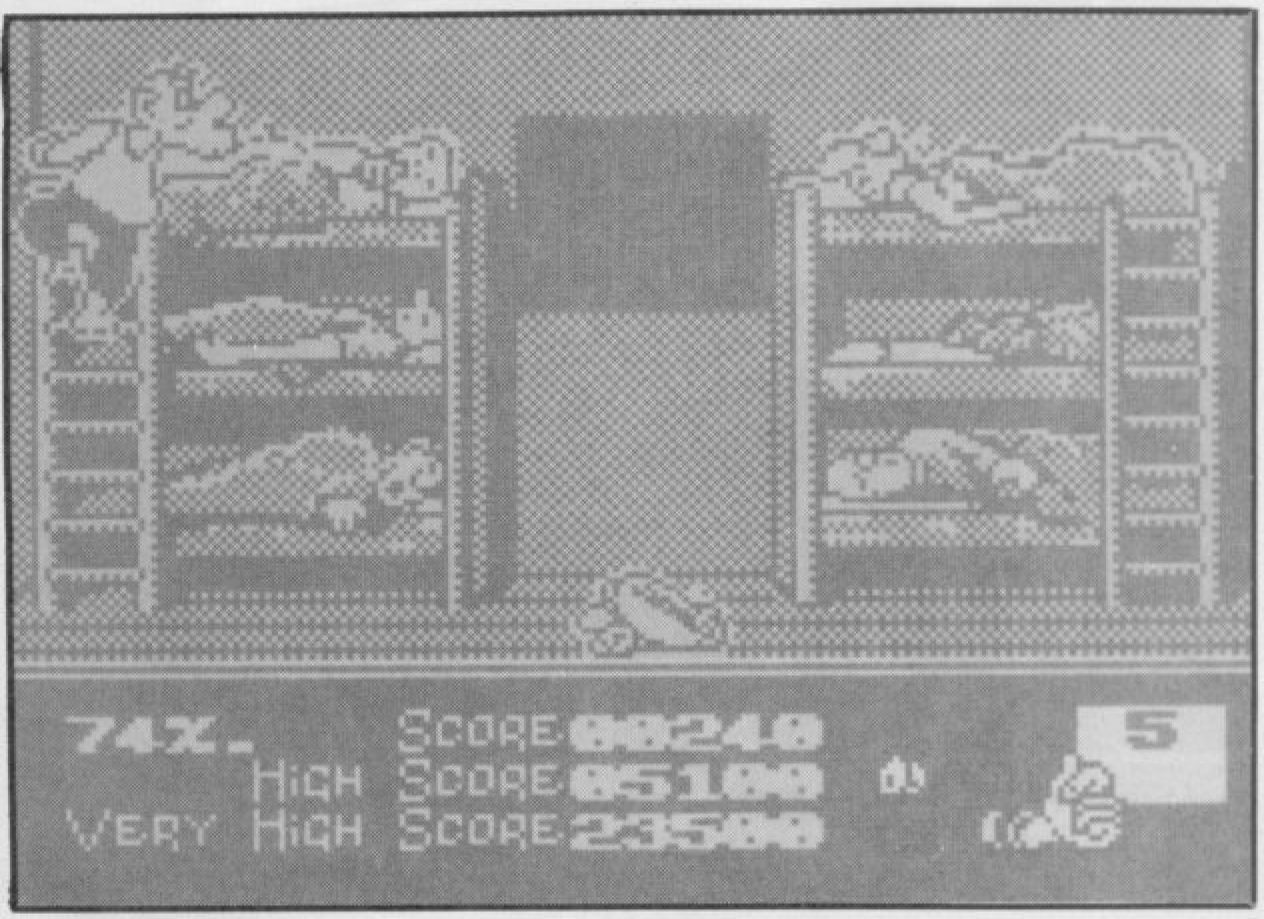
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GAMES REVIEW!



When they really try, the French can come up with the most dismally unfunny game concepts; *Stir Crazy* is une example excellente. Nothing to do with the Gene Wilder/Richard Prior fillum, the game's based on a comic featuring a jailbird named *Bobo*, which means nothing to us since the comic doesn't appear in the English language, so it's hard to donner une toss gigantique.

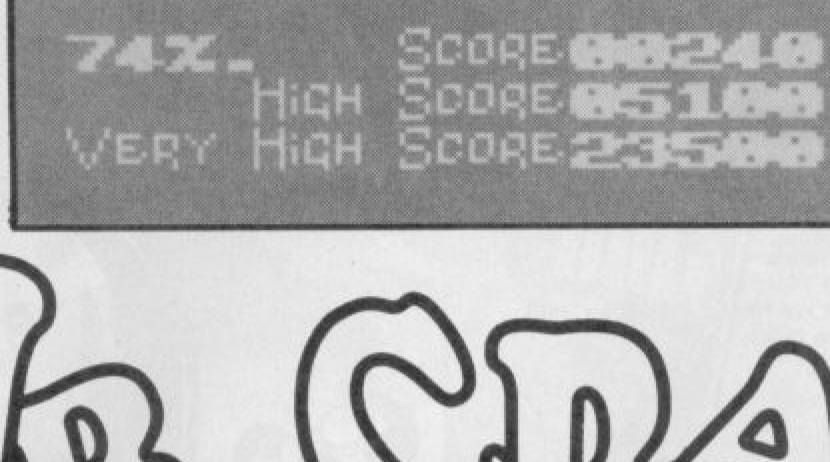
Anyway, the whole concept's fairly tasteless; Bobo is in the slammer for life, presumably

STIR CRAZY
STARRING BOBO

for not paying the French equivalent of the poll tax or something, and between his feeble efforts to escape he has various prison-type tasks to perform. You can choose to play any one of the five sections, but on the cassette version you have to reload the game each time; or you can play all five in order, though why you would want to is another question.

Game One; Serving the Porridge. Bobo runs up and down the refectory between two rows of prisoners, ladling out porridge and returning to the serving hatch to refill his tureen. Game Two; Peeling the Potatoes. Bobo sits in front of a giant mound of spuds, picking them up, peeling them with a wiggle of the joystick and flinging them over his shoulder, before the mound grows big enough to overwhelm him. By now your patience will be waning.

Game Three; The Trampoline. Bobo pushes the trampoline back and fore below the



prison windows, attempting to bounce the escaping prisoners over the wall, as in those pocket games that go blip-blip-blip so annoyingly. Game Four; the Electrical Wires. On the run along three electrical cables, Bobo jumps from one wire to another, trying to avoid being electrocuted by stray sparks. tedium a go-go! Game Five; The Dormitory. Bobo runs up and down ladders, nudging snoring prisoners to make them shut up so he can get back to his own bed and stack up some zees. By this time you'll wish you were asleep too.

Although there isn't an original or interesting idea in the whole lot, all this might be mildly entertaining if the graphics were great, or the music outstanding, but, sadly, they aren't and it isn't.

It's not so bad that the guillotine is in order, but everyone connected with this one should get a handful of porridge in le grande slammer.

ARCADE REVIEW

FAX BOX

Label: *Infogrames* Author: *Bala/Hennebois* Price: *£8.95* Memory: *48K/128K* Joystick: *various*

GRAPHICS	SOUND
60	59
50	45
PLAYABILITY	LAST ABILITY

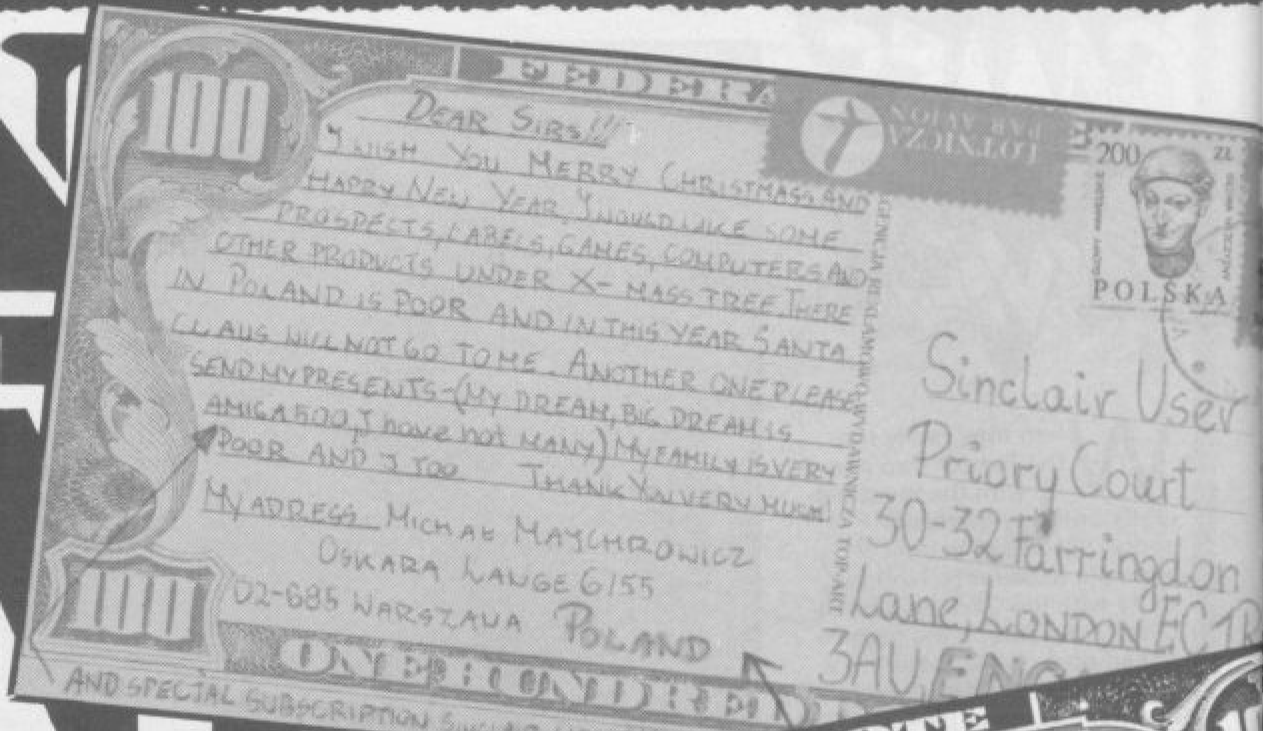
About as much fun as a long stretch in the pokey with Lord Longford visiting you

Reviewer:

OVERALL 55

10 20 30 40 50 60 70 80 90

END OF THE LINE





COMPLETELY MADDO READERS CORNER

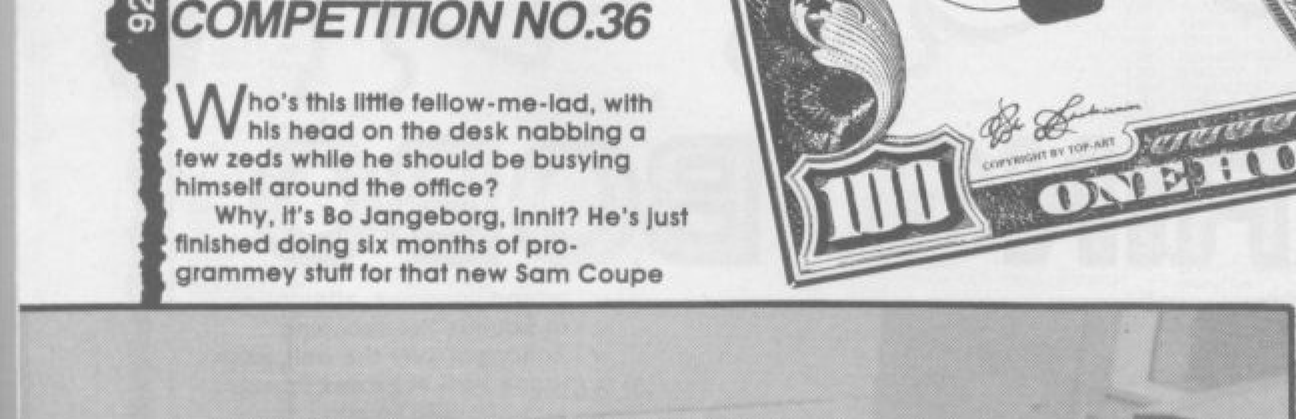
We just couldn't resist showing you this very weird postcard that we received from an SU reader (well, we think he's a reader) from "Poland". He's a ruddy loon if ever there was.

CAPTION COMPETITION NO.36

Who's this little fellow-me-lad, with his head on the desk nabbing a few zeds while he should be busying himself around the office?

Why, it's Bo Jangeborg, innit? He's just finished doing six months of programmey stuff for that new Sam Coupe jobby and he's fair cream crackered.

We'd like to know what he's got to say for himself. We'd also like to know what he's doing with all that Speccy gear when he should be spending time with Sam. We reckon that maybe you know the answer, so we suggest you scribble down what Bo is saying/dreaming and send it to us at Caption Compo 36, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Only funny captions please and we'll send the winner some goodies. Entries in by the end of February 1990.



Caption Compo 36

Caption ____________________

Name ____________________

Post Code ____________________

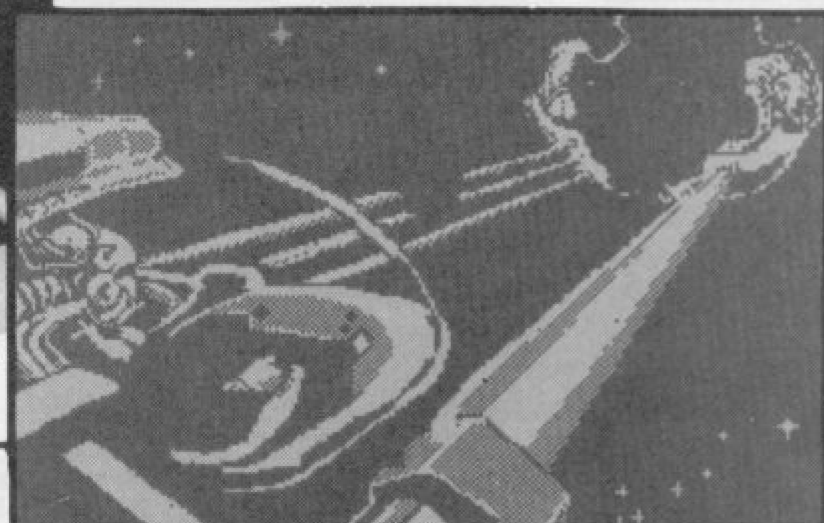
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CAPTION COMPETITION NO.35

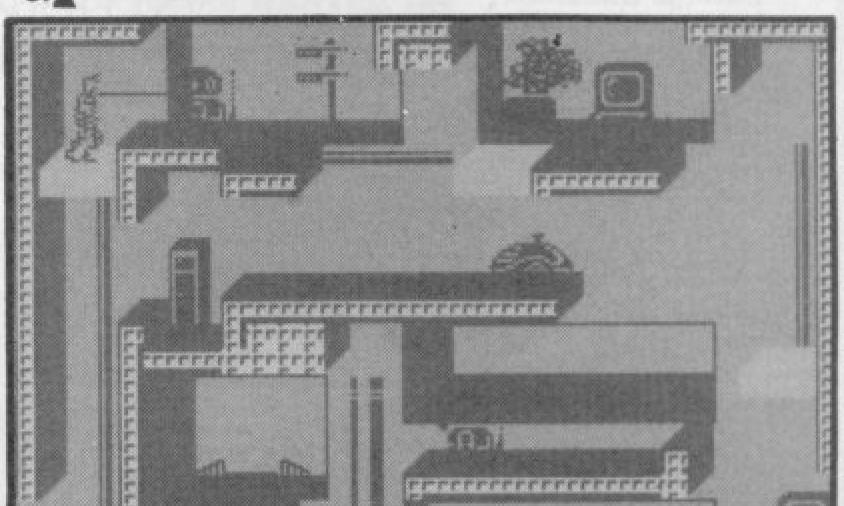


Well, at last, it's actually here. We thought it was never gonna happen. But yes Caption Compo No 35 is finally out the way. We had plenty of suggestions as to what The Princess Al and Saucy Sarah were saying which ranged from J. Hookings 'Hurry up, I can't stay like this much longer' to Lee Baldwin's 'What do you mean, give us the price of SU off the top of your head?'. But the goodies this month go to naughty Gary Stein from Fife with his caption 'Here's the auditions for Gorillas in our midst'. We better warn you Gary, Big Al has seen your entry and she's not too happy. In fact, she's steaming round to your house to give you a bit of a pasting, so I guess it's time for you to leave the country.





C. ▲



A. ▲ B. ▼

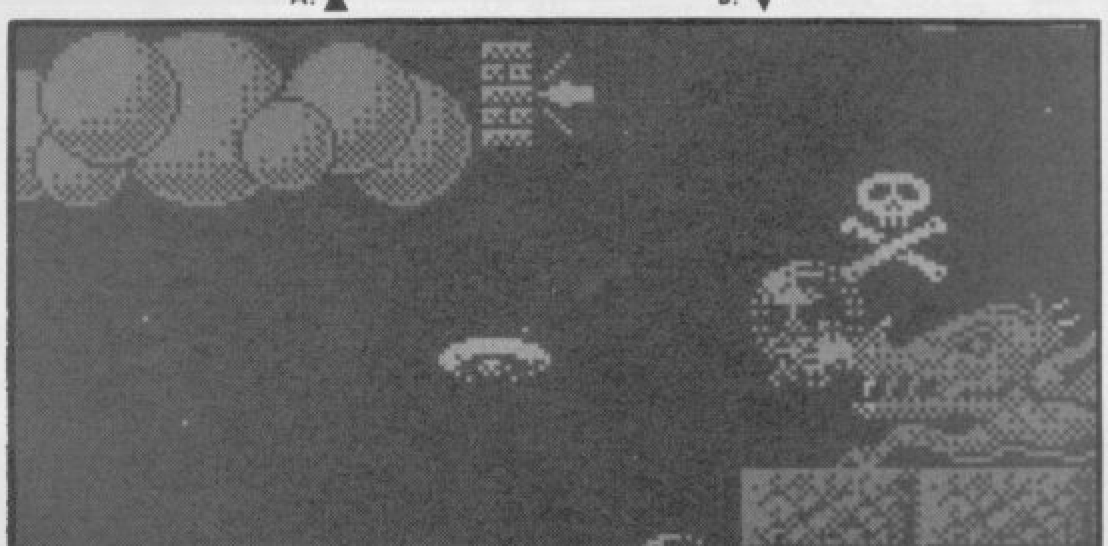
PHEW! FOREIGNERS EH?

It's always nice to hear from our fellow Specsters in far away lands. Infogrammes, Loriciels and Ubi Soft head up the French contingent, and their releases are always, er, interesting. It has to be said, though, that the games are becoming more and more strange. Witness: Purple Saturn Day (Weird gameplay and odd colours) Puffy's Saga (Rescue female tennis ball from maruading ink blots) and now Stir Crazy (Peel the pota\ es! Paint the floor!)

One has to wonder, mais non, whatever will our continental chums come up with next? *Marcel and the Revolution*, perhaps (execute men wearing make-up while eating cake). *Resistance Rene* (hide from the evil disciples of nasty Mr Mengele while transmitting *Maurice Chevalier* on short wave radio.) *Ninja Frogs* (Rescue your amputee comrades from Mr Bologne's saucy frying pan).

MYSTERY SCREENSHOT "EXCITEMENT"

All simple stuff, you know what to do. Just look at the screenshots below and see if you can guess which famous game they come from. Answers appear below, so don't bother to send your guesses to us, 'cos you're not gonna win anything.



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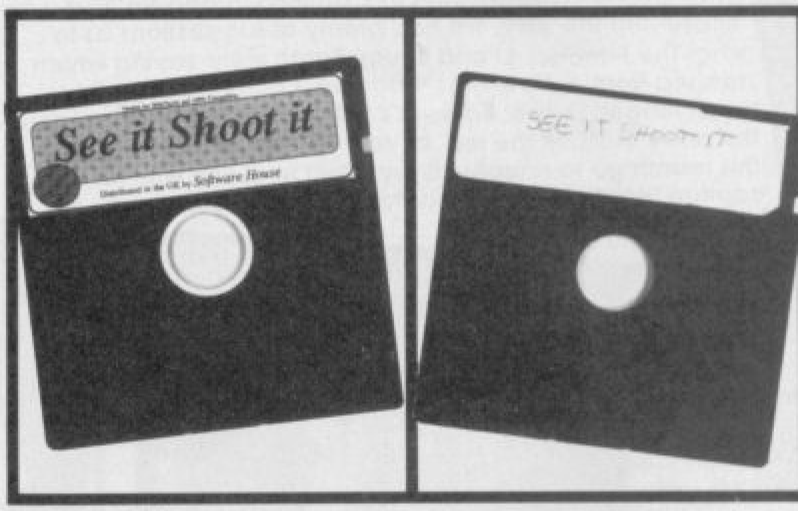
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